



Gener Guzman

Gener Guzman

# Chapter 1

The player is arriving at Los Santos International Airport aboard a commercial flight. Upon leaving the airport in Terminal 4, the player is met by Lamar Davis, who drives the player into the city in order to introduce what is fun over there.

Lamar serves as a guide through the initial tutorial portion of the game, introducing the player to the basic gameplay mechanics of the Online world. After completing a street race and taking part in a brief mission - disrupting a drug deal - Lamar introduces the player character to Gerald, the first of GTA Online's mission-giving bosses. At this point, players are granted access to the entire San Andreas map, and are immediately tasked by Lamar with purchasing some new clothing, and then holding up a convenience store. With these tasks completed, the player is contacted by Simeon Yetarian, who guides the player through the process of stealing a car and turning it into a personal vehicle (by fitting it with a tracker and purchasing insurance at a Los Santos Customs mod shop, both of which are free on this occasion). Following the completion of these mandatory activities, the player is introduced to one more job, an LTS, after which the tutorial is complete and players are free to explore the Online map as they wish.

Shortly after getting introduced to Los Santos, Lamar explains that he works for Simeon Yetarian and Simeon needs a car repossessed, Lamar told him that the player is new and in need of gainful so Simeon gave this job to him. The team needs to repossess a Schafter that has been stolen by the Ballas and they're keeping it over on Jamestown Street. Once the team arrives there, they need to kill the Ballas who are protecting the car, then steal it. More Ballas will chase the player who is driving the car, trying to get it back. Killing them or just escaping from them,

## Gener Guzman

the team needs to get the car back to the dealership. After the mission, the players make friends with each other and then find a home to sleep for the night.

The player wakes up the next day and gets ready for another mission. He then has another job to do, so he makes his way to work.

Simeon had given credit to a Carson Avenue Families' member to possess a Coquette and now he wants it back. The member is driving at normal speed around the hills from north Los Santos. The member is armed and will shoot the player when he steals the car. After one of the team's players has the car, he will automatically receive a 2-star wanted level. When the player loses the wanted level, he/she needs to simply get the car back to the dealership and collect their reward such as money and leveling up their rankings.

Later in the morning, Simeon is desperate because someone stole a blue Jackal and a yellow Coquette from his dealership. The team needs to retrieve the two cars who are escaping at high speed throughout the avenues and highways in Los Santos. Once the team has the two cars, they need to return them to the dealership.

The players take their lunch break in the middle of the day. After that, Gerald wants to get in the meth game now. There is a Journey full of meth gear at the Liquor Ace that Gerald wants. When the team arrives there, the redneck owners of the Journey will be doing a deal with Chef who is representing Trevor Philips. After stealing it, more rednecks will chase after the player on Sanchez dirt bikes and in BF Injections. The team needs to take the RV to The Families representatives who are waiting in the parking lot behind You Tool.

The player is required to steal two luxury cars from the Richman Mansion in Richman - the Stinger GT and the Super Diamond. The two cars are found within the mansion's driveway

## Grand Theft Auto Online

outside a double garage at the southern face of the mansion. The player needs to hack a gate in order to gain access to the mansion, take out the guards, and steal the cars. Pursuing cops must be lost before the car(s) can be dropped off at Simeon's dealership; Premium Deluxe Motorsport. Once both cars are stolen and dropped off behind the dealership, Simeon thanks the player(s) for the help, and rewards the player. After this mission, all the players can rest for the day. The player does not have a better quality home yet, so he goes to sleep for the night anyways.

The player wakes up the next morning and gets ready for work. Instead of having fun, he manages to go to work very early and wait for his friends to come.

Simeon wants a 9F Cabrio repossessed, which is parked in the front of the Rockford Dorset Hotel. The team needs to simply approach the car and steal it. After this point, security guards from the hotel will shoot at the player from their cars to get the 9F back, but they are very easy to lose. The player driving the car will gain a 2-star wanted level and when the player loses it, they just need to deliver the car back to the dealership.

The team needs to repossess a pink Zion, behind Chantelle's Beauty Salon on Carson Avenue in La Mesa. Once the team steals the car, the owner and any Vagos nearby will try to get the car back. The team must simply lose their wanted level and deliver the car to the dealership.

The players take their lunch break and then start another afternoon mission. The Ballas and the Vagos are having a drug meeting over some warehouses near Dutch London Street. Gerald is interested and wants the team to head to the meeting, kill all the members and get the coke to his apartment. Once all the gangsters are dead and one of the team members collects the stuff, more Ballas and Vagos will come in SUVs and the player needs to kill them all. When done, the player needs to simply get the coke back to Gerald's apartment

## Gener Guzman

The team needs to take a package of cocaine by ambushing a drug deal between the Ballas and an unnamed crew. The package is in the Rogers Salvage and Scrap Yard, with several Ballas protecting it from being stolen. Once the team kills all the Ballas, they need to get the package back to Gerald's apartment. After this, the players go back home and sleep.

The players wake up the next day and are busy with the missions everyday of wanting to get a high quality home and vehicles that come with it in San Andreas.

The Vagos and the Lost are having a drug-dealing meeting over the LS River. Gerald wants the team to hold everything that the both gangs are keeping (mostly methamphetamine) and bring the drugs back to Gerald. The deal takes place in a construction site near the river. Once all the gangsters are dead, one of the players needs to take the stuff and get back to Gerald's apartment. Later in the morning, the mission is complete.

The Lost and the Vagos are having a drug meeting under the pier in Del Perro. A package of meth is what Gerald is interested in and the team needs to head to the meeting and get the stuff. After all the Vagos and Lost involved in the meeting are killed, the player possessing the stuff needs to simply get it to Gerald's apartment. The players take their lunch break.

Stanley, an associate of Gerald, went to some warehouses in Rancho to have a drug meeting with Vagos members. However, the Vagos were aware that Gerald had bad and warring relationships to the Vagos and Stanley was his associate. So the Vagos kidnapped Stanley. Gerald suspected this and orders the player(s) to head to the meeting and rescue Stanley and plus, collect the package that Gerald wanted Stanley to take. After picking up the package and rescuing Stanley, more Vagos will block the entrance of the warehouses with SUVs. The players must escape and go to Gerald's apartment. There, the player(s) can pick up a jerry can and armor.

## Grand Theft Auto Online

Now, the team needs to go to another Vagos' meeting in Davis, with several members involved, but now the target is to destroy their vehicles and finally, kill their leader.

Simeon wants a Baller repossessed, which is being protected by Ballas members, in a parking lot in Davis near Grove Street. A few Ballas are protecting it so the player needs to eliminate them and take the Baller and then deliver it to the dealership. More Ballas will come along the way after the team takes the car back, the player can choose to kill them or simply escape from them. After this, the players go home and sleep for the night.

Simeon gave credit to a Vagos' member with a Dominator. However, Simeon saw that his credit history is anything but manly, and doesn't believe that he can stay with the car. So Simeon orders the team to get it back. The gangster is in El Burro Heights, hence the name of the mission, with few Vagos bodyguards. Once the team kills them all, the player who is driving will need to take the car quickly back to the dealership, or more Vagos will chase after the player and try to get the car back. The mission is done, and the players sleep for the night.

The players wake up the next morning and get ready for the heist. Later, Lester would call the player, telling them the Heist is ready. Lester assists in planning and performing a robbery on the Fleeca Bank branch located on the Great Ocean Highway.

The Heist consists of two Heist Setups and one finale. It is completed with a total of 2 players, making it one of the easiest Heists to be completed.

After meeting with Lester Crest at his garment factory, the player must return to their high-end apartment planning room (marked on the Radar with the Blips-GTAO-Heist.png icon) and commence the setup. After recruiting another team member, they both exit the apartment and drive Lester to the Fleeca Bank on the Great Ocean Highway using Lester's car.

## Gener Guzman

After observing the bank, they must then return to Lester's garment factory. On the way, whichever crew member is not driving is required to practice the hacking mini-game using Lester's software. The mini-game consists of a constantly moving line that the player must guide from a start point to an end point. If it touches anything but the exit it fails and has to be restarted. There are 3 levels to complete, with each one increasing in difficulty. Continued failure slows down the speed of the point but reduces the achievement level. It is recommended to use the D-pad rather than the analogue stick. The crew can't go to the next part of the mission until the hacking mini-game has been completed.

Upon arrival at the garment factory, Paige Harris is waiting by a Granger with the heist supplies and the crew must leave the Asea and deliver this back to the heist Leader's apartment garage to complete the setup mission.

The Armored Kuruma Lester source is located in a multi-story parking lot in Del Perro, just opposite Backlot City, sitting directly above the Del Perro Freeway tunnel.

Upon arrival, the team are told to equip masks to keep a low profile and make their way up to the top floor where the Kuruma is located. At the top, the vehicle is guarded by Korean Mobsters. The Kuruma is sat between two trucks. The team must kill the Korean mobsters and retrieve the car without destroying it.

Making their way out of the parking lot, more mobsters in Fugitives will attempt to ambush the car within the parking lot. The players can only make their way out through the main entrance, as the stunt jump located on the rooftop is blocked off. More mobsters pursue the team on their way back to Lester's factory. Despite being warned by Lester not to damage the car, it is repaired automatically at the start of the next stage, although the damage does reduce the setup



## Grand Theft Auto Online

job payout. From there, all of the heist setups are completed, and the real heist is ready. The players become so excited that they dream about money when they sleep.

The players wake up the next day and get ready for their first major heist. They go to Lester for the work and listen to instructions for the heist to be done without failure.

The crew of two players will be tasked by Lester Crest to steal bonds from safety deposit box 167 at the Fleece on the Great Ocean Highway in Banham Canyon.

After completing the set-up missions, the finale sees the two players take up the role of Driver and Driller. By default, the host is assigned as Driller with a 60% take and the crew member as Driver with a 40% take, but this can all be changed once the game finishes introducing the heist board.

The Driver takes control of the stolen armored Kuruma and drives to the Fleece Bank with the Driller on board. If the Driller has not completed the hacking minigame yet, the Driver must wait until the other player completes said hacking. After arriving at the destination, they both equip masks and go into the bank.

The Driver controls the NPC witnesses and shoots out the four ceiling-mounted security cameras; the crew is provided with Pump Shotguns for this. The Driver must destroy the cameras quickly. An on-screen indicator shows the driver the level of intimidation. They must not kill any of the witnesses but if the intimidation level drops to the minimum, the teller will trip the alarm to alert the police. Once the Driller secures the deposit box, the alarm will go off and the Driver is free to run for the Kuruma and wait for the Driller to get in.

The Driller boards the armored Kuruma as a passenger. While the Driver gets to the bank, the Driller hacks their security system with the same hacking minigame as the previous mission.

## Gener Guzman

Just like before, the minigame consists of the player moving a constantly moving line from a start point to an end point. If it touches anything but the exit it fails and has to be restarted. There are 3 levels with each one increasing the difficulty of the maze. Continued failure slows down the speed of the point but reduces the achievement level. After completing the minigame, the player is directed to use the cellphone to unlock the bank's vault and equip the given mask to go into the bank. From there, the money is almost ready to be taken by the players.

While the Driver controls the witnesses, the Driller goes to the safety deposit boxes at the rear of the bank and plays a drilling minigame to open up the box and take the contents. The Driller's goal is to drill through the lock of Safety Deposit Box 167 (represented on the HUD as a 2D lock mechanism with four pins). If the drill is pushed too hard, it overheats, turning the bit red and taking a few seconds for the bit to cool down. The Driller controls the speed the bit turns using the controller trigger (or the assigned "Fire" button/key on the PC), and how hard the bit is pushed into lock using the left analog stick for controllers/pushing the mouse forward to push in or drawing it backwards to back off on PC.

After opening the deposit box, the crew will get a three-star wanted level. They return to the Kuruma armored car and Lester will say that he has paid a getaway guy, who is waiting for the crew at the Zancudo Bridge. There will be multiple police roadblocks along the way, consisting of Police Cruisers and Sheriff SUVs. The "getaway guy," Eddie Toh, will be piloting a Cargobob with an electromagnet; drive below the magnet and match the Cargobob's speed before reaching the tunnel so he can pick up the crew and escape from the police.

After the getaway, the crew arrives at the factory, with Lester stepping outside and receiving the deposit box from the driller. He congratulates the crew, stating that he will call

## Grand Theft Auto Online

them up again "if the thing that they talked about comes up", but warns them to "not get clingy".

The players are celebrating their heist victory and are ready to get their cut.

After arriving at the factory, the mission is completed. The two players are then seen celebrating over a beer at the Tequi-la-la, before leaving the place on their own. Shortly after the celebration, the night comes. Last, the players go home and sleep for the night.

The players wake up the next morning and get ready for work. They make their way to work in different ways depending on their locations.

Simeon explains that he needs more cars for his dealership. He reveals that there are some rich fools in the Gentry Manor Hotel who can be easily robbed. The team needs to get two cars, a Felon GT and a Banshee. The team will gain a 2-stars wanted level after the cars are stolen. After the team loses the wanted level, they just need to get the car to the dealership. Other than the cars that have to be stolen, the other cars parked at the hotel that appear in this mission are: another Felon GT, a Jackal, two Super Diamond's, an Issi, a Schwartzler and a Phoenix.

Simeon is unhappy with a dealership down on Strawberry Avenue in Davis because they encourage their customers to choose vehicles they can afford. He orders the team to head there and destroy all the dealership's vehicles. The player can either destroy them all with a jerry can in the parking lot, exploding them with explosives or missile launchers, or taking all the vehicles to a gas station across the street and blowing them all up at one time. The team will gain a wanted level and when they lose it, they will just need to get back to the dealership.

In the afternoon, The Vagos now have a new connection, some drug dealers who are bringing drugs across the border. Gerald is interested in the cocaine that they are handling and orders the team to go there and steal the drugs. The meeting is taking place at The Los Santos

## Gener Guzman

State Gas Company's storage tanks in Cypress Flats. Once all the people involved are killed and the team gets the drugs, several Vagos will come after the team in Ballers to get the drugs back, shooting the tires, which can make the way to Gerald's apartment difficult. After the team kills them all or simply loses them, they just have to get the cocaine to Gerald's apartment.

The mission starts when Ron calls the player, telling them that Trevor is angry at the player for interfering with his business. Ron mentions that Trevor wants to acquire a Lost MC van because it has "something to do" with Ashley and "tormenting her fella". When the player arrives at Trevor's Trailer, Trevor angrily orders the player to steal a Lost MC van from The Range in Stab City. There are three possible vans that the player can steal, but only one is required. When the player reaches the Range, some heavily-armed Lost MC members will be protecting the vans, and the player(s) must take them out. When the player acquires a van, some more Lost members will chase the player back to Sandy Shores. The mission is completed when the player parks the van in Trevor's trailer garage. After this mission, the players rest.

The player wakes up the next day and gets ready for work. He plans on buying his first apartment later in the day since he has enough money.

The Lost MC are selling cocaine under a viaduct near the Vanilla Unicorn near Strawberry. Gerald is interested in the stuff and orders the team to go there and collect it. Once the team arrives there, they will need to eliminate the Lost MC members to get to the coke. Once one of the players picks it up, the team will need to get the cocaine to Gerald's apartment.

Simeon gave credit to a Ballas member, giving him a yellow Tornado. However, the member permanently stole the car. He is driving the car down Grove Street in Davis and Simeon orders the team to get down there and get the car back. The member is driving slowly and it is

## Grand Theft Auto Online

easy to kill him and steal it. And like ever, more Ballas will come in SUVs and try to get the car back. However, killing them or just escaping from them, the team needs to get the car back to the dealership. Then, the players eat their lunches.

Lamar is irritated with the gas prices all over the state. So to get things easier for him, he wants the team to steal a tanker full of gasoline and bring it to him. The gas station is in Little Seoul. When the team steals the tank, they will gain a 2-stars wanted level. After losing it, the tanker needs to be delivered to Lamar's depot over Murrieta Heights.

Lamar is interested in hijacking chemicals. The target now is a tanker going to a power station and Lamar wants it jacked. The truck is driving normally, so the team needs to take out the driver and then steal the truck. A 2-star wanted level will be gained shortly after entering the truck. The team must lose their wanted level and take the truck to Lamar's depot.

The player has enough money to buy his apartment. It only costs around \$80000. He buys the apartment and is lucky to settle down at a new home.

The next day, Lester needs to lose his problems with the LSPD to make his heists and other operations easier. For this, Lester orders the team to destroy several law enforcement vehicles around the state. The team will gain a modded (bulletproof tires) yellow Dominator from the warehouse with suppliers. The first targets are two cop cars at a police station in western La Mesa. The next target is a Police Riot van in a Police parking lot near the Vespucci Canals. At this point, the team should have gained a three-star wanted level, the next targets are three Police bikes at the police station in Rockford Hills. Now, the team must head to the main entrance of the Bolingbroke Penitentiary to destroy a Prison Bus. After losing the cops, the team needs to go to Lester's safehouse in the Grand Senora Desert, where they will get their pay.

## Gener Guzman

Simeon has a rival, he's a club owner who owns a large variety of cars, and has stolen a yellow Banshee from Simeon. For revenge, Simeon orders the team to head to the rival's parking lot where the cars are in Downtown Vinewood, and destroy them all. Once the team arrives there, Simeon will text the player to keep the yellow Banshee away from damage. After destroying all the cars, the team will gain a 3-star wanted level and after losing it, the Banshee must be delivered to the dealership. Last, the players take their lunch break.

Lamar has bad news. His friend Leroy got beat up and kidnapped by the Ballas. Lamar can't go there, but he orders the team to rescue him. The Ballas got Leroy in a van and they're moving north at the Great Ocean Highway outside Los Santos. The team needs to kill the Ballas who are driving and rescue Leroy and take him to his store, the Leroy's Electricals, in Strawberry. On the way to his store, several Ballas will chase after the player and Leroy, killing them or eliminating them, when the player gets Leroy to the store, the mission is complete.

Trevor Philips Enterprises owns a gas station which isn't used so much. Ron knows that The Lost MC has a tanker full of fuel in a depot near Harmony that Trevor Philips is interested in. The team heads there and has to eliminate the bikers to get the tank. When the tanker is stolen, more bikers will come after the player and start shooting at the tanker and the player. Killing them or just eliminating them, the tanker needs to be delivered to the gas station in Sandy Shores. After this mission, the players go home and sleep for the night.

The next morning, the players go to work. There's a tanker coming from northern Los Santos through the Great Ocean Highway full of gasoline. Lamar tells the player that the buyer is lined up and paid several men for protection. The team needs to find a way to steal the tanker. After stealing the tanker, those men will chase after the player numerous times, shooting at the

## Grand Theft Auto Online

player from the windows. Killing them or eliminating them, the player who's driving needs to take the tanker at Lamar's depot over Murrieta/El Burro Heights.

Trevor knows that The Lost MC has a new crystal meth lab in Galilee, just across the Alamo Sea. Considering their competition, Trevor orders the team to go there, eliminate The Lost MC members, and steal the meth. On arrival they find that The Lost MC has extensively manned the area. It is far easier to climb over the trailers to eliminate them rather than facing them all head on. Once the majority of the bikers have been killed one of the remaining bikers will either attempt to flee on foot, escape with a car or escape on a Seashark with the meth. The team needs to kill him and then collect the meth. More bikers will chase after the team once the meth is collected, in an attempt to take back their drugs. The team must get the meth to Trevor's trailer to complete the mission. Then, they have a lunch break in the middle of work.

Lester has been told by his business associates that a rival company is loading products from a plane. They are loading it on a beach southwestern from Paleto Bay. Lester orders the team to steal the plane and take it to the Sandy Shores Airfield. He advises the player to use a sniper rifle, which is the best weapon to use in this mission. Once the team arrives at the meeting they must steal the plane, which is guarded by multiple men (around 20.) The team then needs to deliver the plane to Sandy Shores Airfield. About halfway to the airfield Lester texts the players, warning that there are armed men at the airfield that must be cleared out before the plane can land. Several armed men, some of which are in cars, will be in the airfield. After the men are cleared out, the player flying the plane can safely land, completing the mission.

After this mission, the players go home and plan a heist. The heist can level up the players into getting a new and better apartment for them.

## Gener Guzman

The players wake up the next morning and notice that someone is in prison. They want to release the prisoner by causing a jailbreak for him.

Lester Crest introduces the players to Agent 14. The agent wants the crew to release an ex-military researcher named Maxim Rashkovsky from the Bolingbroke Penitentiary.

Agent 14 tells the crew that the Vagos have a Velum 5-Seater at McKenzie Field that they are using to transport drugs across the border. This makes it perfect so that their target, Maxim Rashkovsky, can leave the country when he's been broken out of prison.

This setup splits the crew into two teams: the Ground Team consisting of three players and the Pilot. The host is the Pilot by default, but as usual, can reassign roles as needed.

The Ground Team is responsible for clearing the airfield of Vagos members, who are located around the hangar's front, guarding the plane. The crew has to make their way through the airfield and let the Pilot take the vehicle.

After taking most of the first group, Agent 14 informs about the Vagos' channels "going crazy" and warns the crew of reinforcements coming to the airfield, consisting of Emperors and Cavalcades arriving from several access points of the airfield. The group must then eliminate the enemy reinforcement while keeping the airfield clear for the Pilot.

Once most of the first reinforcement group is eliminated, Agent 14 again warns of a second Vagos reinforcement group. Again, they arrive in the same vehicles from various access points of the airfield. They then kill all of the Vagos during the setup.

Once all Vagos members are eliminated, Agent 14 informs the crew that the area is clear. In a few weeks, the story will be leaked to a reporter and the Vagos will be blamed for the prison break. Once the Pilot is airborne, they are instructed to leave the airfield and largely left to



## Grand Theft Auto Online

otherwise do as they please as they wait for the Pilot to deliver the plane. The players keep waiting for the pilot to deliver the plane to complete the setup.

The Pilot is responsible for taking the Velum 5-Seater and flying it from the airfield. The Pilot requires coordination from the Ground Team, as one is unable to detect all enemies on the Radar. However, it does not forbid one from helping the Ground Team if necessary.

Once the Pilot is airborne and leaves the area, Agent 14 instructs them to deliver the plane to a hangar (Devin Weston Jet Charter) at Los Santos International Airport. Once the Pilot arrives at the reticle inside the hangar where two agents are waiting, the mission is completed.

Afterward, the crew will spawn outside the main terminal.

The crew needs to steal a Prison Bus that is to be used to infiltrate the Bolingbroke Penitentiary to rescue Maxim Rashkovsky.

The bus is currently moving from the prison to Paleto Bay. Agent 14 warns that it is transporting an high-level prisoner, so there is security around him. The security consists of a FIB vehicle and a Police Maverick, which the team has to take out. All players will receive a three-star wanted level upon attacking the security group, and the bus driver will attempt to escape, so the team has to kill him to stop the vehicle and steal it. From there, they will need to lose the wanted level, with Agent 14 suggesting to take the vehicle off the main roads.

After losing the police, the player who took the prison bus must deliver it to a scrapyard near Sandy Shores to complete the mission.

Agent 14 instructs the crew that they need to retrieve an inmate transfer schedule and Rashkovsky's Lampadati Casco sports car. The crew is split into two teams with the corresponding objectives: Cop Station and Cargo Ship.

## Gener Guzman

The Cop Station team, dressed as police officers, must steal a Police Cruiser by any means, either by committing crimes or simply dialing 911 on the Mobile Phone. When they see a Police Cruiser, they must steal it and lose the wanted level.

With the vehicle acquired and the wanted level removed, they are instructed to infiltrate the Mission Row Police Station and get the schedule from the room located near the entrance. After that, the player who picked up the schedule must return to the vehicle. The team is then tasked with going to the underpass behind Lester's Warehouse and destroying the vehicle. Two Jerry Cans are provided to burn the vehicle, as well as a Felon GT near the marked area to leave once the job is done. From there, the team is almost ready to return.

The team is now able to return to the host's apartment to leave the schedule in the planning room. If the Cargo Ship team has not completed their part yet, the team can either wait or help them with their mission to finish them up.

The Cargo Ship team is tasked with going to Terminal, where Agent 14 informs that Rashkovsky's Casco is stored inside a container from a cargo ship. The ship is heavily protected by an enemy gang and the marked container is at the top of the stack, so the team has to be careful and take out the enemies near the access stairs, around the container stacks and on top of them. The team can reach the marked container by either the access stairs from the ship's bridge or from the few containers around the ship's bow. Another method is by climbing the middle crane and using the provided parachute to jump down to the container.

Once the team gets to the marked container, they just need to shoot the lock. A small cutscene is triggered, where the team (or the player who gets to the container), gets to the sides of the car and enters it. After that, the driver just needs to jump off the container stack.

## Grand Theft Auto Online

The team is instructed to drive the vehicle to the drop-off location near Sandy Shores. They have to be careful, as the enemy gang will spawn in Fugitives attempting to take out the team. This may also damage the car, so they have to resort to Drive-By Shooting if necessary. Before the drop-off location is shown, the player first has to lose the cops.

Once the Casco is delivered to the drop-off location (the same scrapyard near Sandy Shores as for the bus), a cutscene is triggered where the driver, who has been "preparing for a 40-hour drive to South America with energy drinks", appears and orders the player(s) to leave so she can take care of the vehicle. The setup is almost done.

From there, if the Cop Station team has not completed their part yet, the team can either wait, spectate or help them with their mission. A Baller is provided in case they have to help out.

Once both the schedule and the Casco are delivered to their corresponding locations, the mission is completed, with one more setup to do.

After successfully completing the three previous setups, the crew reunites with Agent 14 at the apartment's planning room. Agent 14 congratulates the group for their work and briefs about a plan before releasing Maxim Rashkovsky from prison. He plans to clean up a few loose ends by killing two lawyers and a professor's old business associate. While he informs that the lawyers, Josh Sherman and Gavin Van Der Loop, are carrying the documents they will use against Rashkovski, he warns that the business associate of the professor, Dima Popov, is "extremely paranoid" and has a huge security team.

The crew will be then separated into two teams of two for this mission: the City Hall Team, which takes care of the lawyers, and the Mansion Team, which takes care of the professor's associate. More on that is now below this information.

## Gener Guzman

The City Hall Team is instructed to go to the City Hall and use a ladder from the opposite building to access the rooftop. Once they get their long-range weapons and stay on the vantage point, Agent 14 indicates that the lawyers will arrive shortly in a black Benefactor Schafter - they are instructed to not shoot at them until they are out of the car.

Once the targets are out of the car, both players have to kill both of them simultaneously. They are instructed to collect a deposition from the lawyers. However, a wanted level is triggered, and the LSPD surrounds the City Hall entrance, forcing the team to fight against them to retrieve the deposition. The deposition is then acquired.

Once the deposition is acquired, the team needs to lose the cops before taking the item to the apartment's planning room.

The Mansion Team is instructed to go to the outlook near the mansion in Richman Glen. A cutscene is triggered, where Popov claims to one of his bodyguards that "it is not paranoia, it is being prepared" and "that is why I am not in jail".

After that, the crew is instructed to reach Popov and kill him without alerting any of the bodyguards. A Pistol with a Suppressor is provided for the team. If the team is spotted by the bodyguards, they will engage in combat against them, while Popov will try to escape down the ladders to reach his vehicle. However, the team still has a chance to kill him.

Once Popov is killed, the team has to leave the area. If the City Hall team has not completed their part yet, the team can wait to help them with their mission.

Once the deposition is retrieved and outside the area after killing Popov, the mission is completed. This also unlocks the heist finale: The Prison Break. The players then go home and sleep as they prepare for the prison break heist.

## Grand Theft Auto Online

The team reunites at the apartment's planning room. Here, Agent 14 calls in that the schedule has been "brought forward", stating that the death of Rashkovsky's partners had caused attention and a price has been put on his head. Agent 14 then briefs the plan: the officer and prisoner get inside the prison to collect Maxim Rashkovsky, while the demolition team takes care of the scheduled bus, and the pilot waits for evac, so Rashkovsky can get out of the country.

Two players, disguised as a prison officer and prisoner, and provided with AP Pistols (Prison Officer gets a Special Carbine), have to get in the stolen Prison Bus and enter Bolingbroke Penitentiary. Agent 14 instructs them to stay calm to get inside with no trouble. After that, players can maintain their cover before passing a guard armed with a Pump Shotgun. The guard will become suspicious and order them to stop, forcing the players to attack anyone in the area. The guards will also become suspicious and attack if the Officer or Guard player sprint or otherwise draw attention to themselves.

The players then climb up the ladder or use a nearby stairwell to get up to the walkways, then descend again to reach the central area of the prison where Rashkovsky is located. They have to first take out the oncoming guards, while Agent 14 warns that the NOOSE were called.

A cutscene is triggered, where the player acting as a prisoner finds Rashkovsky and gives him a Pistol, to which he comments that he collaborated and nearly got a shiv for the pleasure. He then demands to get the gun and claims that there are some screws he hopes they will run into, before moving into the fight.

After the cutscene, the group will take cover behind small barriers and face off against the NOOSE agents, which are scattered along the escape route, along with prison guards. Enemies will also spawn on elevated areas, so the group has to be careful. Respawning Body

## Gener Guzman

Armor will be scattered on two points: right before taking a turn to the right and another one past the parking lot of the buses. Care should be taken when advancing through sections, as trying to double back to restock on the body armor may fail the mission due to leaving the mission area.

Once they clear the area and bring Rashkovsky outside, the group can take a Police Riot from nearby and make their way to the plane, evading the oncoming cops.

Demolitions will be provided with a Jerry Can and Sticky Bombs. The player is tasked to intercept the scheduled Prison Bus by taking out the driver. Agent 14 suggests following the route bypassing near the prison and driving it to the Sandy Shores Airfield, so the player can destroy the vehicle before moving further into the heist.

After taking care of the bus, the player is instructed to get a Buzzard Attack Chopper ahead from their location. It is lightly guarded by two Merryweather Security enemies, who can easily be taken out. Once the player obtains the vehicle, Agent 14 instructs them to protect the plane from the enemy jets attempting to shoot it down.

When the prison group manages to get Rashkovsky out of the prison, the player is instructed to defend the group by taking out the oncoming police vehicles.

The Pilot is instructed to pick up the Velum 5-Seater from LSIA for the getaway. An unknown contact messages the player that their window of opportunity is closing, so they have limited time to get the vehicle and fly towards Blaine County.

As soon as the player heads to the airfield, Agent 14 warns that the plane was red-flagged, and P-996 LAZERS were sent to bring it down. The Pilot has to evade them by staying outside their front. If a jet manages to face the plane, it will fire unguided rockets, so the Pilot has to perform sharp turns and let the Demolitions player take it out.

## Grand Theft Auto Online

When the prison bus manages to exit the area, the Pilot is informed of the situation and is instructed to find a place to land the vehicle and pick them up. Once inside, the Pilot must take off, lose the cops, and fly towards Palomino Highlands.

Once the plane reaches its destination, a cutscene is triggered, where the crew starts leaving the plane while Rashkovsky takes control of it, wishing the crew to be paid well for this. After that, the crew parachutes down to the beach, while Agent 14 comments on their professionalism and that Rashkovsky is "part of something bigger", asking to not retire on him yet. Once all members of the team are on the beach and get in the Buzzard, the Demolitions player can fly back to the city to complete the mission where the players are about to get money.

The crew members are then seen at the heist leader's apartment, drinking and celebrating their victory. As a result, the players celebrate for the rest of the day. They celebrate having money and significantly leveling up and ready to buy famous properties such as homes and vehicles that come along with it. At night, the players go home and rest.

# Chapter 2

After the Prison Break Heist, the players wake up the next morning and get ready for their regular missions. Some of them buy new homes. Anyways, they get to work.

An unnamed District Attorney is prosecuting Madrazo for his illegal activities and is taking the evidence to a courthouse. Madrazo orders the team to take him out before he takes his evidence to the court, and to bring the evidence back to Madrazo.

Players start in a parking lot off Strangeways Drive in West Vinewood. The DA is driving a Felon GT (usually with the top down) at normal speed. The team needs to take him out, collect the evidence, and lose any wanted level if gained.

The DA follows the same route to the Davis Courts Building:

South on Power Street from Vinewood Boulevard

East on Occupation Avenue

South on Elgin Avenue

East on Innocence Boulevard

Prior to the addition of earlier ranked missions for Madrazo in later DLCs, this was the first contact mission he offered the player. When arriving at Madrazo's house, he introduces himself and comments about his new life and his mansion, denying that it is for his mistress Natalia Zverovna. Afterwards, he invites the player to do more jobs for him.

Merryweather Security are trying to expand their domestic operations. Just like in the story, Lester has a strong dislike for them, planning several heists and jobs against them. Now, Lester is interested in a Titan plane that Merryweather is keeping at their security hangar in the



## Grand Theft Auto Online

Los Santos International Airport. Lester's buyers will pay a lot for the plane when delivered. When the team arrives at the airport, the team isn't obliged to go to the hangar with a helicopter as Lester had advised; they can simply use a ramp at the airport's air-side area main entrance with a car. It is advised to snipe as many soldiers as possible with a sniper rifle while remaining away from the hangar. Once all of the soldiers are dead, the team must raid the hangar and dispatch any additional soldiers, move the semi truck blocking in the plane, and fly the plane to the Sandy Shores Airfield where Lester's buyers are waiting for them.

Players will not be pursued by Merryweather in-flight; however, the hangar will be reinforced by three Merryweather teams in Mesas if players do not take off immediately after activating the plane. After the mission, the players take their lunch break.

The player gets a message from Martin informing him of a possible witness he needs taken out. The player is then tasked with assassinating the witness and documenting it via cellphone photograph. They must travel to the marked mansion in Vinewood Hills, not far from Madrazo's house. Once there, they must kill the guards, neutralize the target and take a picture of the body with their phone. Then, they must lose any wanted level and return to Madrazo.

Simeon has loaned out four Blazers to a group of freelance racers and adrenaline junkies set up in the Chiliad Mountain State Wilderness. They haven't paid for them and are beating them up by running them down mountain trails - and Simeon wants them back. He tasks the player(s) with retrieving them. Last, the players go home and sleep for the night.

The players wake up the next day. They go to work and are told that they must steal a bike from The Lost MC's camp by fighting through The Lost MC members. Then one or more bikes must be stolen and brought back to the trailer of Mushroom Hank.

## Gener Guzman

There is a security system plans exchange taking place at the top of Mile High Club construction site in Downtown Los Santos (the same place where the mission The Construction Assassination takes place). Lester is interested in the plans. When one of the players has collected the briefcase, the team needs to deliver it to Lester's warehouse in Murrieta Heights.

The players take their lunch break. After the break, they resume work. A jewelry store was robbed and the men who robbed the store are taking the diamonds to the east coast. The chopper is ready to go and is landed on the roof from the house in Del Perro. The team needs to reach the roof by using the stairs. There will be several men protecting the chopper from being stolen in a large series from rooftops. Once the team steals the chopper, one more rival chopper will come after the team. Simply escaping from the rival chopper, the team needs now to land the chopper at Lester's warehouse in Murrieta Heights. After landing it, Lester will despairingly text the player to warn that the rival's crew is coming to Lester's warehouse to get the chopper with the diamonds back. After the team kills them all, the mission is accomplished.

Like Gerald and Trevor, Lamar has now adopted negative views of The Lost. The Lost MC are having a meeting, which Lamar says is rousing at the Hill Valley Church cemetery in Pacific Bluffs. Lamar orders the team to head there and eliminate them all; an act of revenge against The Lost for the brawls against him and Gerald. Once the team arrives at the cemetery, they will need to take them all out, taking cover at graves or the several walls in the cemetery. The Lost will be carrying a substantial amount of money and weaponry, which the player can take. Last, the players clock off of work and go home to sleep for the night.

The players wake up the next morning and get ready for work. They are so excited for work and wish for another heist. Last, they get off to work and begin a mission.

## Grand Theft Auto Online

The team goes to the RON Alternates Wind Farm where they find a Lost MC weapon deal happening. The team must kill the gang members and steal the Gang Burrito containing the weapons. Few Lost MC members will chase the player driving the van on the way back to Sandy Shores. The team needs to take the van back to Trevor's trailer where they will get their pay.

The player gets a message from Ron telling him what he needs doing. The player goes to get Ron's Velum from the Sandy Shores Airfield. They then must fly to Fort Zancudo and land without damaging the aircraft. Once there, they must kill the soldiers and destroy the P-996 Lazars to make sure they don't chase him afterwards. Then, they must go into the hangar, kill the guards, and steal the Cargobob. The mission ends once the Cargobob is successfully landed at the Sandy Shores Airfield. The monetary award is \$25,000 and the RP ranges between difficulties. Finally, the players take their lunch break before the afternoon missions.

The next mission is ordered by Agent 14, whose objective is to search inside the Humane Labs and Research facility (operated currently by Don Percival's Merryweather) for nerve agents or other chemical weapons. The players decide to end work early.

Last, the players are spending extra freemode time and sleeping. In the morning, they are excited to begin the next heist and its setups. They then go to the setup.

The team is divided into four different roles, working together to progress the mission: The Buyer and the Bodyguard, who take care of the meeting with the contact, and the Lookout players (North and South), who provide assistance for the other two players.

The crew is instructed to go to the parking lot on Elgin Avenue, near the Ammu-Nation in Downtown Los Santos. The Buyer and the Bodyguard have to get in position in the middle of the parking lot for the meeting, while the Lookout players have to get into their corresponding

## Gener Guzman

vantage points (North gets into the rooftop of the building on the left side and South gets into the elevated walkway from a building just behind the buyer and the bodyguard). With everyone in position, they must wait for the contact to arrive in a black Zion.

The contact, revealed to be Karen from the IAA, arrives at the meeting point, along with her bodyguard and the briefcase containing the key codes for the Humane Labs and Research. She says that she needs to wait for confirmation to give the briefcase to the crew, but while waiting for confirmation, she asks if they were the ones who robbed the bank or were their associates. She tells them that what they are now into is "a whole different game". Later, she receives the confirmation, giving the crew the briefcase. As soon as she gives the briefcase, FIB agents arrive at the scene in FIB Buffalos and proceed to shoot at the group, which results in Karen's bodyguard getting killed and Karen running away.

From there, the crew have to fight against the FIB agents. They will attempt to flank the group through the parking lot entrance and the alleyways located on the right and behind the buyer and the bodyguard. Lookout players should attack from their vantage points to avoid the agents coming to the buyer and bodyguard's location.

Once the area is secured, the team is instructed to collect the briefcase and bring it to the host's apartment. However, more FIB agents will arrive at the entrance in FIB Grangers, so the other players have to take them out. Depending on the distance to the apartment, FIB agents will spawn in FIB Buffalos to intercept the player who is carrying the briefcase, so the player has to defend themselves. They fight off using the guns that they can shoot.

Once the briefcase is collected and the players manage to leave the parking lot, the mission is completed. They take the morning break between the morning setups.

## Grand Theft Auto Online

The team is instructed to go at Davis Quartz, where Agent 14 informs that they need the Insurgent LAPVs. When approaching the area, he informs that the place is rented by Merryweather Security and warns that they are performing live-fire tests on the vehicles, so it is expected to have resistance.

The entrance of the quarry is lightly guarded by Merryweather soldiers and the test site is located at the lowest point of the quarry, so players have to take advantage of the high terrain to take cover and attack the enemy group to secure the vehicles. After retrieving the vehicles, the crew is instructed to bring the vehicles to the drop off point off North Calafia Way. Merryweather will attempt to intercept the vehicles with Mesas and Buzzard Attack Choppers, so they have to defend themselves. The player who is manning the Insurgent Pick-Up's machine gun turret should provide defense for the group against the pursuing vehicles, while the others have to either evade them or resort to Drive-By Shooting in case they are heavily surrounded. If there are enemies at the drop-off location, they need to take them out before leaving the vehicles.

With the enemies taken out and the vehicles finally secured at the drop off, the mission is completed. From there, the players take their lunch break and prepare for the afternoon.

The crew meets with Agent 14 at the apartment's planning room. He congratulates the group for the work done before, and briefs them the next plan of stealing an EMP device from a jet, which is on a ship located in the middle of the ocean. He also states that he would also need to sell the plane so he can fund the heist. Later, he tells the crew to deliver the EMP to Humane Labs and Research and get a helicopter, which will be done later.

At the start of the heist, the crew is instructed to go to El Burro Heights, where Agent 14 informs that there is a Dinghy on the coast. The crew then uses the boat and heads in the

## Gener Guzman

direction of an aircraft carrier, where they are instructed to infiltrate the vessel. Agent 14 states that he knows the EMP is there because the navy crew leaked an inventory on the Dark Net and put everything on sale. He also comments that it will end up in the hands of terrorists if they do not get the plane. The crew then gets into the boat access on the stern.

Once the crew gets into the vessel's boat access on the stern, they have to fight all the way through the vessel by taking out the enemies in the hangar area. After taking out the first group, a second group appears from the other side attempting to stop the crew. Once they take out the second group and sort out the enemies on the stairs leading to the flight deck, the group now has to clear the flight deck of enemies, before one of the crew members finally gets into the Hydra. The other players can steal the P-996 LAZERS to defend the target jet. As soon as the crew steals the vehicle, the navy officer informs the others of the situation and a squadron of enemy jets are sent to bring down the Hydra. Agent 14 instructs the crew to fight against them. The squadron consists of ten jets, usually in groups of two.

Once the enemy squadron is taken out, the crew is safe to deliver the target jet to Sandy Shores Airfield to complete the mission. Then, the players take an afternoon break.

The crew is instructed to go to Los Santos Naval Port, where the objective is to steal a Valkyrie. The vehicle is within the Merryweather Security base of operations.

The entrance is guarded by Merryweather soldiers, so the team has to take them out and fight against the rest of the group, including snipers and a Buzzard Attack Chopper. More enemies will be around the helicopter's location, including a sniper on the crane.

Once the helicopter is secured, one player must pilot it, while the other three use the turrets. As soon as the group enters the vehicle, Agent 14 informs them that Merryweather sent

## Grand Theft Auto Online

air units to intercept them, so they have to defend themselves. Two Froggers and a Buzzard Attack Chopper will spawn heading towards the Valkyrie. When the first group of enemy helicopters are taken down, a second group will spawn, this time consisting of three Buzzards. The crew should take them out quickly before they cause severe damage to the Valkyrie.

Once the second enemy group is taken down, Agent 14 informs them that they are clear and can safely deliver the vehicle at the drop off point off North Calafia Way, to complete the mission. The players take their evening break before one more setup.

The crew is instructed to go to the old dock area in North Calafia Way. Agent 14 briefs the crew that the EMP is loaded into the Insurgent and that they need to bring it to Humane Labs and Research. The crew are given suppressed weapons, as the setup requires a stealthy approach to complete the objective.

Once everyone is in the target vehicle, the player must drive it to the facility and pull up outside near the entrance. Here, Agent 14 manages to hack the CCTV and sends the live feed to the crew, so they can plan the approach to the lab. Agent 14 instructs them to leave the vehicle at the bay on the rear of the facility.

The area is heavily surrounded by Merryweather Security soldiers and Humane Labs scientists, distributed in the following manner: two near the entrance, one on top of the building after taking a U-turn from the entrance, two checking one of the Insurgents, three around the middle section, one on top of the building near the bay and three near a Boxville. From the middle section, there is one guard who will start driving an Insurgent towards the exit; he can be either killed or let go, as long as the crew is not spotted by this guard. The players then take down all of the guards and scientists to get through the final setup.

## Gener Guzman

Once all guards and scientists are taken down, one should bring the Insurgent to the bay. From there, one must hack the garage door's keypad via a hacking minigame. After hacking it, the player has to drive the vehicle inside the garage and park it inside. Later, the group is instructed to leave Humane Labs by taking the Boxville from there and driving away, without alerting the inbound Merryweather convoy to complete the mission.

The players return home and sleep for the night after the setups. The next morning, they begin the final heist on the Humane Labs to steal materials and its money.

The crew meets with Agent 14 at the apartment's planning room. He congratulates the crew for the work and that they are ready to go. He briefs the plan to raid Humane Labs by splitting the crew into two teams in order to get the file they are looking for, then retrieving it to the contact. Later, he claims that if they never meet again, they never met at all, that it never happened and if it happened, it was not him because he was never there. He then ends his speech by saying that he loves them all before leaving the apartment.

The crew is divided into two teams: the Ground Team, which takes care of the facility and retrieves the data, and the chopper team consisting of the Pilot and the Gunner, which provide defense and evac for the other team. All players are instructed to go to the pier north of the Alamo Sea and get into the Valkyrie. The Pilot should go towards Humane Labs and reach the marker high above the facility so the EMP is activated and the Ground Team can jump.

The ground Team is provided with Night Vision goggles to use once the EMP has been activated, a Rebreather and Scuba Suit to escape through the cooling tunnel, a Flare Gun to use as a signal to the chopper once they reach the beach, a Special Carbine and Pump Action Shotgun with suppressors, Grenades and Sticky Bombs.



## Grand Theft Auto Online

Once they jump and parachute down to the facility's parking lot and blow the garage door's control panel to open it and fight all the way through the facility by killing the guards inside. The crew has to be careful, as the guards may take cover.

Once the team gets in the lab, both players must simultaneously use the keycards to open the door. One of the team will get on a computer, insert an USB device and get the data. Once the data is acquired, they have to leave the facility by going through the elevator and heading to the cooling tunnels, by sorting out more guards along the way. With the help of the Rebreather, the team has to swim through the cooling tunnel to the beach, where one of the players equip the Flare Gun and shoot a flare so the Pilot can see it and pick them up.

The Pilot and the Gunner have to hold their position in the facility's airspace and defend the Ground Team from oncoming Merryweather soldiers arriving in Mesas and Buzzard Attack Choppers. The ground team also uses weapons against the Mesas and Buzzards.

At some point during the raid, the Ground Team disappears from the Radar, so the team has to pay attention to them while sorting out more enemies. Eventually, the group is instructed to look for the signal flare of the Ground Team to pick them up at the nearest beach.

Once the Ground Team gets into the vehicle, the crew has to defend the vehicle by taking out more Buzzards before they manage to bring the Valkyrie down (although the Valkyrie is scripted to withstand around 5-6 rockets, and can withstand engine damage longer than usual, taking several seconds for the engine to shut down temporarily).

After the Buzzards have been taken down, the Pilot is instructed to fly to the meeting point in Land Act Reservoir, where Karen will be waiting to pick the computer files. At the ending cutscene, Karen explains that when she ran agents in the field, she had to use several

## Gener Guzman

methods until realizing that all she needed was "a couple of bucks and a few kind words", that there is no account for stupidity. However, she remarks that they are not gonna talk about what happened, and claims that their usefulness did run out. She gives the crew a grenade and hopes they are professional enough to get rid of the evidence, to which one of the crew picks it and throws it to destroy the Valkyrie, ending the sequence and completing the mission.

The crew is shown celebrating in the Vanilla Unicorn, before regaining control in Free Mode. After the heist finale, the players go home and rest for the night.

The player wakes up and goes to work. The team has to steal coke from a rival gang at the pier on the north shore of the Alamo Sea. The coke will be guarded by around 15 men and two enemy boats. When the coke has been recovered, four more enemy cars come in to kill the team. The team has to deliver the coke to Trevor's trailer to complete the job.

The Merryweather Security soldiers are possessing two powerful Buzzards at the top of the Pier 400 where they keep aircraft. Lester is in need of those two choppers, and orders the team to get them. First of all, the team will need a helicopter to land in the southern part from the airbase. Several soldiers will be protecting it. The team needs to eliminate them all and steal the two helicopters. Three Merryweather helicopters will chase the team, they can be easily eliminated by aiming at them and firing rockets. Once the team is out of danger, they need to deliver the two helicopters at Lester's warehouse in Murrieta Heights.

The players take their lunch break. In the afternoon, the team must steal a moving RV. The team must kill the gang members and steal the RV containing meth cooking gear. The RV will travel to buildings along the dirt road on Paleto Bay and stop. Players can then eliminate the members of The Lost MC there and either wait for the reinforcements there or collect the RV and

## Grand Theft Auto Online

eliminate the bikers who will chase the player driving the van on the way back to Sandy Shores. The player needs to take the van back to Trevor's meth lab where they get their pay.

Chef is seen at the ending of the mission, approaching the RV from the back of the Liquor Ace. The players then take their afternoon break before the final quarter.

Lamar knows that some Vagos' members stole a Hauler full of Redwood Cigarettes, and are keeping it at the train yard in El Burro Heights. Lamar orders the team to go there and steal the Hauler, then bring it to a depot in La Puerta. The Hauler is protected by many Vagos, and the Vagos will chase the player even after they steal the Hauler. The team needs to get the truck safely to the depot to complete the mission. They take one more break

In the evening, the team has to obtain two vans containing explosives. Both vans can be found in the Davis Quartz quarry and will be protected by several well armed men, including snipers. When one of the two vans has been stolen, four enemy cars will come in to kill the team. Both vans must be brought to Lester's warehouse. After this mission, the players clock off of work. They then return home and find a better house to buy. Last, they sleep for the night.

# Chapter 3

The players wake up the next morning and get ready for another set of work. They are so excited for work like before. They get to work and wait.

The Lost MC are selling some prime narcotics to a group of hippies in a trailer park in the Grand Senora Desert. Naturally, Gerald wants it for himself and assigns the player(s) to break up the deal and take it. When the team arrives there, they need to kill as many Lost MC members as possible to retrieve the package. More bikers will chase the player to try and get the coke back. Either by eliminating them or outrunning them, the team needs to get the drugs to Gerald's apartment. After the mission, the players take their morning break.

Just like the other Blow Up mission series, there is now a car dealership that has low interest financing, and credit limits that Simeon dislikes. He orders the team to destroy their cars. The cars are being imported in the docks, different from the previous missions, now the dealership has bodyguards who will protect the shipment. Three are present on-site and one will arrive moments later. After destroying all the cars, two SUVs with 2 enemies inside each will chase the team. Killing them or just outrunning them, the team needs to return to the dealership.

A woman who was previously an employee of Martin has betrayed him. She is talking to a DA in the Viceroy Hotel. The team is required to travel to the Viceroy Hotel and take out the witness. Upon arrival at the hotel, the team will find she is already driving her green Felon GT north on Palomino Ave and they must intercept her before reaching the Davis Sheriff's Station.

Once she has been taken out, the team must then photograph her corpse and then lose their wanted level. The job is completed when the team gets to Madrazo's house.

## Grand Theft Auto Online

The Vagos have a boat packed up with narcotics from Mexico at the Chumash Historic Family Pier in Chumash. Gerald tasks the player(s) with storming the pier, taking out the Vagos resistance and delivering the boat to his associates at a bridge in Lago Zancudo.

The team needs to steal a boat from North Point, Paleto Bay, the most northern tip of San Andreas. The boat is being guarded by several enemies. After eliminating all the enemies, the boat must then be taken to a jetty in the Alamo Sea whilst being hunted by an enemy helicopter and enemy cars along the Lago Zancudo. Last, the players sleep.

The players wake up the next morning and get the big announcement. Trevor will suddenly come into the heist leader's apartment along with Ron and Chef, welcoming the crew to Trevor Philips Industries. Trevor is hooked up with a drug sale, but without the actual drugs to sell he tasks the crew to obtain the "goods" so that he can proceed with the deal.

The crew will be divided in two teams of two: a boat team that will approach the yacht by sea and a chopper team that will approach it by air. The boat team must go to Vespucci to pick up a Tropic, while the chopper team must go to Higgins Helitours in La Puerta to pick up a Frogger. Both teams must go to the yacht, while Ron suggests they need to coordinate their attacks to be successful, so that nothing is going to fail.

There are eight packs of coke scattered on the yacht, some in the cabins and others in the below deck. The yacht is heavily guarded and enemies will open fire upon approach. During the attack, some reinforcements will arrive in Police Mavericks. The Chopper team can choose to either provide assistance from the air or land on the yacht's helipad to help the other team.

Once all packs have been collected, the entire team must regroup and enter the Frogger or escape on the docked Sea Sharks, then lose any wanted level the team might have, before

## Gener Guzman

delivering the coke to the warehouse under the Los Santos Freeway in East Vinewood. After the coke is delivered to Ron, the mission is complete.

The crew is split into two teams of two: the Operators and the Collectors. Everyone is instructed to go to the recycling center in Alta Street, Pillbox Hill, where they have to collect a Trashmaster by killing the guards found around the area and get in their respective positions (Operators get in the truck's cabin and Collectors on the back). Once everyone gets in the truck, the Operators are instructed to drive at the locations while the Collectors have to pick the trash bags and take them to the truck's trash compactor.

The first location is in Forum Drive, where there will be two bags. They have 10 minutes to collect the rest of them once they get to the location.

The second location is in Capital Boulevard, where there will be three bags. As soon as one bag is collected, Vagos will spawn within the area and will try to stop them. The Operators have to take them out while the Collectors have to bring the bags to the truck. Collectors are able to defend themselves if necessary. Some enemies are then killed.

The third location is in Supply Street, where there will be four bags. Again, enemies will spawn within the area and the crew have to defend themselves. They have to be careful, as the location is on a gas station, and that some can explode.

The fourth and final location is Vespucci Boulevard, where there will be five bags in an alleyway. More enemies will spawn to stop the team, so the crew have to take them out.

After getting the last bags, the crew gets in the truck and delivers it to the warehouse under Los Santos Freeway in East Vinewood. Vagos will keep attacking the team along the way, so the crew have to defend themselves. Once the Trashmaster has been delivered to Ron

## Grand Theft Auto Online

Jakowski, the mission is complete. From there, the players take their break during the setup day. Some of them have lunch while some take a break without anything.

For this operation, the crew will be instructed to head to the trailer in Sandy Shores. Trevor informs the crew that they will be attacking The Lost MC and stealing their vans filled with cocaine. He says that he has left some silenced weapons for them in his garage should the team require them. The players prepare the next setup.

After arriving at the trailer and obtaining the weapons if needed, the crew commandeers a Dinghy nearby and travels to Stab City. While approaching, Trevor explains that the crew will have to use stealth to take out The Lost members before moving the vans with the cocaine.

Once all members have been killed, the crew will pick up the two vans and deliver them to the warehouse under Los Santos Freeway in East Vinewood. Along the way, members of The Lost will attack and chase them down in both bikes and Lost Slamvan. Once both vans have been delivered to Ron Jakowski, the mission is complete (Heist Setup 4.3).

The crew is split into 2 teams: the ground team that will infiltrate the sawmill, and both an East and West Lookout that will provide cover to the ground team. Ron instructs the crew to head to the sawmill and informs them that the sawmill holds a weed operation controlled by the Ballas and that they are in possession of a Technical that Trevor wants them to get. Once at the sawmill, the two lookouts will get into their positions, covering the ground team with a Sniper Rifle or any long-range weapon, one east and the other west of the sawmill. Once both of them are in position, the ground team will attack from the main entrance.

The ground team must fight off the Ballas and reach the two Bensons parked in the middle of the sawmill. Once each member of the ground team has obtained a Benson, the

## Gener Guzman

lookout team will be instructed to pick up the Technical parked near the entrance to the sawmill. Now the ground team must take the Bensons to the warehouse under the Los Santos Freeway in East Vinewood, while the lookout team will escort and protect them from any groups of Ballas using the Technical. Once the Bensons have been delivered to Ron Jakowski, the mission is complete. After all, the players begin to sleep for the night.

The players wake up the next morning. They get to the heist. In this operation, the crew is instructed to head to the O'Neil Ranch in Grapeseed. Trevor informs the crew that a tanker full of meth juice is being held on the ranch, and that they need to steal it and bring it to the Chef to begin setting up his cooking operation at the gas station. When arriving, the meth dealers both inside the house and scattered around the ranch will begin to attack.

Once the majority of the meth dealers have been killed, one of the players has to steal one of the semi trucks parked north of the main house and hook it up to the tanker parked in front of the barn near the main house. The crew will then take the tanker to the meth lab in Ace Liquor. The meth dealers will chase and attack the tanker and players with Sandkings along the way. Once the tanker has been delivered to Chef, the mission is complete (Heist Setup 4.5).

When the Finale begins, Ron informs the crew that every group involved in the setup jobs has been informed of the location of their stolen drugs and that Trevor was behind it all. Trevor is currently at the warehouse under Los Santos Freeway in East Vinewood with the drugs and needs help fending off the attackers. Later when approaching the warehouse, Trevor informs the crew that two of them will be positioned at the north end of the warehouse and two at the south end. The crew will have to defend Trevor and the trucks, before moving the trucks to the buyer's meeting place at a house by El Gordo Lighthouse.



## Grand Theft Auto Online

When the initial attackers at the warehouse are finished, the crew will have to transport the trucks to the lighthouse, with two players in their own Mule and two players in a Technical defending the trucks. Along the delivery route, the attackers will continue to pursue the convoy, with Ballas in Ballers, The Lost in Slam Vans and Daemons, and the frat boys in Froggers (if they are not taken out at the initial part of the getaway). The heist concludes when all the vehicles converge at the Lighthouse. Trevor thanks the crew for successfully moving the product to its destination, and gives a garbage bag of cash to the crew, telling them to disperse before more attention arrives. As a result, the heist is complete.

After the heist, the buyer asks Trevor where the cocaine is, which makes Trevor grow suspicious, as he never revealed his name to the buyer and neither that he was selling cocaine. It turns out that the drug deal is actually a sting operation, and the buyer is a DOA agent instead. The agent tries to make the arrest, but Trevor dives off of a cliff into the water and stays submerged while being fired upon by the agent and the LSPD. Trevor manages to elude the authorities and swims to shore, feeling happy about the heist.

A short cutscene follows directly after this, featuring Trevor hitting his head repeatedly on a tree and then leaning on it afterwards, sobbing over the unsuccessful deal, with only a small Impotent Rage statue as his consolation.

The crew is shown outside of the Park View Diner. From there, they split up and go to their homes to sleep for the night. The next day, they return to normal work.

The Ballas are moving a shipment full of TV's and Madrazo orders the team to head to the location and steal the truck. When the team arrives at a facility on Little Bighorn Avenue, they must kill a group of Ballas and steal their truck. Several Ballas will chase the player driving

## Gener Guzman

the truck. Killing them or just escaping from them, the team needs to take the truck to Martin Madrazo's Lock-up in the Grand Senora Desert.

The team has to steal a truck full of powerful arms that Madrazo will need to rob a bank. The truck is situated on Chupacabra Street in the northern Elysian Island area, and the truck will be guarded by around 12 guards. After the truck has been stolen, a helicopter and an enemy car come in to follow and try to kill the team. The team has to deliver the truck to Martin Madrazo's Lock- up in the Grand Senora Desert to complete the job.

After lunch, The team has to steal a trailer from the Cypress Flats area. The trailer is being guarded by lots of Merryweather guards. Once the guards are cleared, the team has to find a truck themselves to obtain the trailer with. Then, the trailer has to be brought to Lester's warehouse, whilst being followed and attacked by enemy cars.

The team has to clear out several enemies and access the vehicle's GPS marked on the map. Once all guards are dead, two enemy Grangers arrive in an effort to stop the players.

The GPS will take the team to a depot in El Burro Heights, attracting chasers on the way. Upon arrival they must hack a laptop in order to find the supplier of their drugs, but the site is protected by many enemies. More enemies will arrive over time in Grangers. The players continue to kill the enemies while the laptop is getting hacked.

After the laptop is hacked, the team must head to a hangar at Los Santos Airport. The team will be chased by a few more Grangers on the way to the airport. After arriving at the hangar, the team will discover many more enemies inside. The drugs will be in a loft in the west corner of the hangar. Two more enemies can be found there. Either before or after obtaining the drugs, the team has to destroy the crew's vehicles inside the hangar, which include several vans

## Grand Theft Auto Online

and two airplanes. After destroying the vehicles and getting the drugs, more enemies will come in to kill the team, including a Buzzard.

The team then needs to kill the supplier who flees in a jet provided that all targeted vehicles are destroyed. An enemy Buzzard will also come to attack the team. Multiple Buzzards can be found just outside the hangar to take out the enemy Buzzard and the supplier. Once the supplier is dead, only one member of the team needs to go to Madrazo's house to complete the job. The players then take their afternoon break.

There is a judge who is, according to Madrazo, very honest and upstanding. Naturally, this judge is threatening Madrazo's interests by rejecting the corruption within the judicial system of San Andreas. Madrazo tasks the player(s) with neutralizing this judge and documenting evidence of his death to "encourage" any others like him to rethink their positions.

The judge will be in the middle of the Marlowe Vineyards protected by a detail of bodyguards. After killing him and taking the photo, two further bodyguards will chase the players in a Granger. After this, the players go to sleep for the night.

The next morning, the team must rescue a hooker named Anna from the Lost MC at an old semi-abandoned motel in the Sandy Shores. She can be found upstairs in the third room on the left. The team must confront a lot of the Lost MC members to save the girl. She must then be taken to Madrazo's house whilst being followed by the Lost on bikes.

The Vagos are having a cocaine deal with a professional unnamed narcotic crew under the Radio Telescope Array in the Grand Senora Desert. There is a lot of cocaine involved. Gerald is interested in the stuff and orders the team to head there and steal the coke. The narcotic crew is heavily armed with sniper rifles, the team will have to take a good distance and snipe all the

## Gener Guzman

gangsters involved. One of the gangsters might escape with the coke in a Cavalcade, so the team will have to chase the gangster by car. Several Vagos will chase after the player who is possessing the drugs, killing them or simply just escaping from them, the team needs to get the drugs to Gerald's apartment. The players take their morning break.

The team needs to go to the Pacific Allied Shipyard where a lot of Merryweather security guards can be found. The team needs to fight their way to the second floor and crack a safe by turning the wheel. After acquiring the coke, the team needs to fight their way outside and steal a boat. After that, the team needs to go to the marked marina whilst being followed by an enemy helicopter. The team can take down the chopper with a sniper rifle before stealing the boat to make the way to the marina easier. After the team arrives at the marina in the Vespucci canals, the job is completed. The players eat their lunches during the next break.

After lunch, the players return to work. The team has to go to the Daily Globe building. If the player starts the mission and does not have a Personal Vehicle parked nearby, a black Dominator will be spawned in front of the player for use.

The Daily Globe Editor will be driving his red Voltic from the office to the La Mesa Police Station, sometimes varying his route. The team has to kill him before he arrives and pick up the photographs. After killing the editor and collecting the briefcase, the team has to lose their wanted level and deliver the photographs to Madrazo's house to complete the job.

Lester learns of a new shipment of weapons from a crew and wants them for himself. There are heavily armed guards patrolling the area on South Shambles Street, many with Carbine Rifles and other heavy weaponry. Once they are taken out, the players must take two trucker cabs and steal the trailers and take them to Lester's warehouse whilst being chased by several SUVs.

## Grand Theft Auto Online

Afterwards, the players go to sleep for the night. The next day, they hear major news regarding getting closer and closer to goals in San Andreas.

A very excited Lester Crest returns to lead and debrief a heist that he finally found interesting: robbing the main branch of The Pacific Standard Bank in Downtown Vinewood.

The crew is instructed to locate four Post OP Boxville, which are driving around Los Santos delivering packages, so Lester can determine which one is carrying a transponder fitted on the panel behind the back doors. The players are given 9 minutes to complete the objective.

The crew is split into two teams of two; the Drivers and the Navigators. The drivers are tasked to bring a Navigator to one of the vans, while the Navigators have to take a photo of the vans' license plates. However, only the Navigators are able to determine a van's location through the Trackify app. They have to help the Drivers through the Voice Chat (i.e. microphone) or with the on-screen directional indicators to go forward, turn left or right, and go back. Note that players can only hear each other within a 100m radius.

Once a van is located and the photo is taken successfully, the photos will be sent to Lester, who works out which van has the transponder using the license plates. Once Lester finds the correct van, it will be marked on the map and the players must steal it and deliver it to Paige Harris at the Darnell Bros. garment factory. After the van is delivered, the mission is completed. The players then have to prepare for the next few setup missions before the heist.

Lester wants the players to give the transponder recovered in the previous mission to an old friend of his called Avi Schwartzman, who will help the crew tune into the Pacific Standard Bank frequency for the heist. However, Avi is being chased by government agents and is currently surrounded on an island North of Chumash. The players must go.

## Gener Guzman

Once on the island, the players need to defeat a large number of government agents and several police helicopters surrounding the shack in which Avi is hiding. Once all the threats are neutralized, one player must fetch Avi from his shack; a short cutscene will play showing this player bursting into the shack and escorting Avi to a Predator. Avi gets very scared and nervous of the situation, but collaborates with the crew.

Once the players get Avi, they have a limited amount of time to take him up Cassidy Creek and across the Alamo Sea to the drop off point at a little farm in Grapeseed. The police will keep following the players until they reach the Alamo Sea, requiring the players to lose them there before delivering Avi to his destination. Paige Harris will be waiting for the players at the drop off. Once Avi has been delivered the mission is complete.

The crew splits into two teams: one player being the Transporter and three players being the Decoys. The crew is instructed to pick up the Gang Burrito parked outside of Darnell Bros. and head to Vinewood Boulevard. Lester briefs the crew that they need to steal the equipment by swapping it to the white Gang Burrito and lure the enemy crew by stealing the black one, so they won't chase the white one containing the equipment.

Once the crew gets to the location, they have to take out the rival crew, which will be guarding the entrance and the alleyway, where the black van is located. Once they are taken out, the Transporter just needs to drive the white van next to the black one. A cutscene will show the player switching the equipment between the vans.

Once the switch is completed, the Decoys take the black van and drive to Aguja Street in Vespucci while being chased by the rival crew in Fugitive and Grangers, while the Transporter drives the van to Lester's factory to deliver the equipment to Paige Harris. Once the white van

## Grand Theft Auto Online

with the equipment has been delivered and the black van has been destroyed by the decoys, the mission is complete. From there, the players take their lunch break.

In the afternoon and after lunch, the crew is instructed to go to Calafia Bridge, where Lester briefs the crew of the thermal charges loaded in a Barracks truck and escorted by a Merryweather convoy. Lester suggests the crew set an ambush in there, as the bridge will give them limited space. However, he advises not to destroy the truck.

Once there, the crew waits for the convoy, which consists of a Mesa on the front, the target truck on the middle and an Insurgent Pick-Up on the back, as well as a Savage as aerial escort. It will take about 2 minutes for the convoy to come near the bridge.

The crew has the option of either waiting at the ambush point or attacking them directly. Players should execute the ambush properly and take out everyone, as the truck will attempt to run away and the escorting units will engage against the crew, especially the helicopter and the Insurgent's gunner. The players kill all of the guards.

Once all guards are killed and the truck is safe, one player should take it and drive to the drop-off point in Grapeseed. On the way, Merryweather reinforcements will arrive in several Mesas and set up roadblocks, as well as a couple of Savages as aerial reinforcements. It is advisable to take the Insurgent Pick-Up to provide defensive firepower to the truck, by taking out any Merryweather reinforcement on the way and the helicopters.

Once all Merryweather reinforcements are taken out, the truck driver can deliver it to Paige Harris to complete the mission.

The crew is instructed to go to the Lost MC clubhouse in East Los Santos, where Lester informs of Lectro sports bikes being stored there, which could be useful for the heist.

## Gener Guzman

The clubhouse is heavily guarded and The Lost members will attack the crew if attacked, so the crew has to be careful and plan an approach to retrieve the bikes. There will be several enemies at the entrance and central area, as well as some of them behind the buildings. Two bikes are seen at the parking area near the clubhouse's entrance, one at the other side of the main entrance, and one stored inside a garage on the right.

Once the crew manages to steal the bikes, they are instructed to leave the bikes in an alley in Downtown Vinewood, near the GoPostal building. Lester warns about Lost MC reinforcements on the way, which have to be evaded. The gang will chase the crew in Daemons, while a roadblock composed of Gang Burritos will be set up on the shortest route.

Once approaching the marked area, Lester informs them that they are in the clear, so the crew can safely leave the bikes at the drop-off location to complete the mission.

The players return home and sleep for the night. They all dream about the big heist and getting lots of money. When waking up, that can be true.

Lester will brief the crew about the heist. At first, he seems to act a bit weird, but he then blames the new meds he took. He then resumes to the brief, where one group has to control the crowd while the rest of them should take care of the vault. The crew then splits into three roles: a Hacker, a Demolition player and two Crowd Control players.

The crew is instructed to go to the Pacific Standard bank. Lester instructs the Crowd Control team to control the crowd inside the bank, while the Hacker and Demolition player should get to the vault. He also insisted on not killing any civilians.

Once inside one player locks the doors and the others prepare their masks and Special Carbines. Once the cutscene ends, the group plan their respective approaches.



## Grand Theft Auto Online

The crew has to take the security guards and the Crowd Control team keeps the civilians in the room, so the police will not be alerted sooner than expected. They are instructed to not kill anyone, otherwise the situation will get worse. While the team takes care of the crowd, the Demolition player sets the thermal charges on two security gates, so they can burn the locks and open them. Once inside, more security guards will appear in an attempt to stop the crew.

Once down to the vault's level, the hacker must complete a hacking minigame to open the vault. A third security gate needs to be open with another thermal charge. Once inside, the Hacker and the Demolition player should work together to grab the cash from two carts. Security guards may appear while grabbing the cash, so one has to be prepared to take them out or let one of the Crowd Control team do so.

Once the cash is stolen, the crew has to reunite at the bank entrance, where they have to plan the escape. The alarm is activated and a 5-star wanted level is triggered. The LSPD (and NOOSE, if the Crowd Control team fails to control the civilians) arrive at the scene. One player will open the door before a bullet hits the door, showing the police's brutality. The crew then loads their Special Carbines to fight.

From the entrance, the crew can opt to switch their Special Carbines to any weapon of choice and take out any police officer from near the entrance. The crew is instructed to follow the getaway route, which leads to an alleyway near the bank. From there, several police officers will appear through the alleyway, as well as a few officers spawning behind the team once they enter the alleyway. After taking a turn to the right, more officers will appear near the GoPostal Building, so the crew have to take them out before reaching the apartment building where the Lectros were left. Along the way, the main player uses his rocket launcher.

## Gener Guzman

After reaching the bikes, the crew now has to make their getaway by sorting out several Police Cruisers, as well as roadblocks. The crew has to make use of the Lectro's KERS functionality to outrun any possible police unit and avoid roadblocks. Pursuing units can be dangerous, as one could be easily dismounted from the bike, thus losing valuable time. The crew then follows the set route to the canyon, where a few Sheriff SUVs with a single LSSD officer will spawn attempting to block the crew's path.

Once the crew managed to arrive at the canyon, they must navigate to the bridge, jump off the cliff, bail out of the bikes and parachute to the Dinghy, provided to escape via the river. Once all four players in the Dinghy go past the bridge, the boat will drive off and the heist ends.

Lester congratulates and celebrates with the crew in jubilation over the success of the heist, complimenting them for being "silent, creepy weirdos with talent". He will say that he will never forget the moments he shared with the crew, with the picnic, the hiking on the woods and their sharings of their inner fears, before realizing that it was the wrong memory and that it never happened with the crew, to which he blames the drugs he took for being "a heavily-medicated man". Lester then resumes to wire the money to them on the laptop before bidding them farewell. The crew is shown looking toward the skyline of the city afterwards, before being moved back to the factory entrance and regaining control on Freemode.

# Chapter 4

After the set of heists, the players celebrate with lots of money and divide by the amount of total players in the group. They plan on spending some money buying nice houses and making customizations on their vehicles as well as buying new ones. They may also buy new weapons and other important items for their next job. Speaking of that, they still have missions to do.

The team needs to head to the marked construction site. The site will be guarded by Professionals. The team must destroy two Mixers on the site. After doing this, Martin will message the player and tell them that some of the trucks have already left the site. At this point, the team must give chase, fending off attacks from more professionals in Grangers along the way. Two more Mixers must be destroyed to complete the mission - The first will eventually stop at Hookies on the Great Ocean Highway, while the second will stop at the construction site in Mirror Park, guarded by a Buzzard Attack Chopper. Once the two trucks are destroyed, the job is complete. This either takes one third or half of the day, depending on the performance.

The team needs to go to Fort Zancudo and eliminate an informant. When the team arrives there, a plane will take off with the informant in it. The plane needs to be shot down. If the plane escapes, the mission will fail. Once the Titan is destroyed, the team will be informed by a message from Madrazo that the informant has already talked to the District Attorney and that the DA needs to be taken out before he reaches the Davis Sheriff's Station. He will be aggressively driving a black car from Route 68 to the Great Ocean Highway.

Once the DA is killed, his briefcase needs to be picked up. Any wanted level then needs to be evaded before the players can deliver it to Madrazo's house. This will complete the job.

## Gener Guzman

Madrazo has sent some men to protect Juan, an associate of Madrazo, but the guards failed to protect him and Juan was kidnapped by the Ballas. The team must go to the selected apartments and kill the Ballas. The team then needs to escort Juan to Madrazo's house whilst being followed and attacked by at least four enemy cars. The job is done when Juan arrives.

Juan is able to use any other pedestrian's vehicle if his vehicle is severely destroyed, including the vehicle the player is driving, however he is unable to steal any Personal Vehicles.

After completing a set of missions to reach level five in the online system, Lamar will call the players telling them to meet him at Benny's Original Motor Works to discuss some work. After laying down his plan, he tells the player to get three friends and meet him back there.

Once the sufficient number of players are together, Lamar goes into more detail about his plan to cause a turf war between two rival gangs: The Vagos and The Ballas.

There is a truck full of prime narcotics being possessed by the Lost MC in Harmony. The team needs to go to the location, eliminate as many bikers necessary to reach the truck, and then, the driver will need to connect the truck to the cab and then deliver the truck to Trevor's buyer in a boatyard in Cape Catfish. After arriving at the boatyard, a huge wave of bikers will come to attack. The team needs to protect the shipment and the buyer. After killing them all, the team receives their pay. This completes the mission for the day.

Vernon, a Families OG, has a problem with Lamar trying to take over, so Lamar tries to make peace by having the players deliver two lowriders, a Faction and a Voodoo from Del Perro Pier to the East Los Santos Foundry in Cypress Flats for a South Korean buyer that Vernon has lined up. The protagonists appear to be somewhat reluctant, but Lamar assures them that it's just a simple delivery job. This is for the next Lowrider mission.

## Grand Theft Auto Online

However, the LSPD are actively looking for the lowriders as they have a warrant for Vernon's arrest. Due to this, the players must deliver the lowriders without being spotted by the police. To assist with this, the police appear on the Minimap as they would if the player had a Wanted Level. The player may or may not have a wanted level at this point though.

Upon arrival at the foundry, the player must let the buyers confirm the deal, but the Ballas, having had their bid for the cars rejected, discover where the deal was taking place, and disrupt it in an attempt to steal the goods. The players must then kill all the Ballas coming on from the roofs, alleys and roads. Once done, the deal is blown and the buyers who survived the shootout flee the scene. Afterward, Lamar arrives, originally angry at the players for the deal falling through, but then calming down and thanking them for trying (although he still places the blame solely on them), before leaving in his car to go and smoke cannabis. The protagonists are left not particularly impressed with Lamar's handling of the outcome. Upon the end of the cutscene, the mission is completed.

Gustavo, an associate of Lester, has been arrested. The police were holding him in Paleto County, but he's being moved to Bolingbroke Penitentiary along with two other inmates in a prison bus. The bus is heading to the penitentiary on the Senora Freeway via Braddock Pass. Players start at the Yellow Jack Inn and the team needs to stop the bus by killing the driver. The bus is guarded by the San Andreas State Prison Authority driver and one additional prison guard armed with a Pistol (used on board the bus) and a Pump Shotgun (used when on foot). Los Santos County Sheriff will respond immediately to the three star wanted level to protect the bus. Once the guards are killed, Gustavo will enter the player's vehicle or the player can steal the bus and the team then needs to lose their wanted level and take Gustavo to Lester's warehouse in

## Gener Guzman

Murrieta Heights. If the bus reaches the prison, the mission will fail. However, the bus does not reach the prison, so the mission passes. The players then go home and relax in their nice homes.

After the deal went wrong in from the previous mission, Lamar Davis will call the player to let them know that Gerald has been arrested, apparently by some consequences from the botched sale (which Lamar can't fathom how the incident led to this), and he'll be transported in an aircraft out of Los Santos. Lamar then requests that the player bust him out and take him to a safe place near Del Perro Pier.

The players will start at Mosley Auto Service and be instructed to head over to the airport where Gerald is being escorted by the LSPD to be airlifted out of San Andreas. Lamar supplies the players with Sticky Bombs needed to blow open the rear doors of the Police Riot which Gerald is being transported in.

Upon arriving at LSIA, the players will need to ambush the escort and fit a sticky bomb onto the rear doors of the van to rescue Gerald. After picking up Gerald, the player may either lose the cops via ground or commandeer one of the airplanes readily available. Regardless, after picking up Gerald, he will subsequently go on a rant about Lamar's incompetence and how his reckless behaviour got him taken into police custody.

After evading the police, the player will need to take Gerald to the drop-off point where his lowrider is. Once done, a cutscene ensues with Gerald entering his lowrider and leaving the area. Once the cutscene is finished, the mission is complete.

A rival drug dealing crew is using the Sandy Shores Airfield to move drugs cross country. The team needs to go to the airfield and eliminate the crew from the airfield. Once the enemies are all dead, there will be three planes inside the hangar. Three of the team members will have to

## Grand Theft Auto Online

fly them, meanwhile the other team members will have to fly the Buzzards parked outside the hangar to protect the planes. Several rival helicopters will try to destroy the planes. Taking the choppers down or just escaping from them, the team needs to land the planes in the Port of Los Santos. This completes the mission for the day before the next Lowrider mission.

The players arrive at the Yellow Jack Inn, where Lamar debriefs the players about a funeral the Vagos are holding for two of their members, Little Al and another who is unnamed, who were killed in the drive-by shootings during the mission Community Outreach. It is about to happen at Hill Valley Church in Great Chaparral. After getting changed into funeral clothes, the players head to a Los Santos Customs in Harmony where the players kill several Vagos members about to head to the funeral, and steal their Emperor. After taking their vehicle, the players then join the end of a Vagos convoy inbound for the funeral. On the way to the church, Lamar explains that the reason why they are attacking the Vagos there is because they are using the Hearses as a front to smuggle Crack cocaine in the coffins. After tailing them to the church, the players must walk unarmed with the several gang members to the graveyard where the funeral service takes place, where it is further revealed that the drugs were acquired from the deceased, whom had kept them hidden in trash bags in their attics. After the cutscene, the players blow their cover by engaging the Vagos in a shootout with pistols only for "respect" as Lamar says. After clearing out the area, the players must go back to the church parking lot, fend off newly arrived Vagos, steal two Romero Hearses and deliver them to a drop off point in Sandy Shores while evading the pursuing Vagos and several roadblocks.

There's a crate that Madrazo is interested in. The Merryweather is protecting the crate and taking it to the docks in a van, where they will ship it to Amsterdam. The team needs to steal the

## Gener Guzman

van and deliver it to Martin Madrazo's Lock-up in the Grand Senora Desert whilst being followed by enemy cars and a helicopter. This completes the mission for the day.

The players arrive at a lot in La Mesa being used by the Ballas. One player must go to an overwatch position and assist the other player in taking down all the Ballas in the area without alerting the other Ballas, using a suppressed weapon. Once the lot is clear, the player on the ground has to destroy a Balla lowrider before stealing a customized Chino with the other player and bringing it to a garage in West Vinewood while avoiding several Balla waves.

A rival crew is planning to steal explosives from the Pillbox North Station construction site, the team must prevent it and steal their cars. Several men from the rival crew will be protecting it. They are heavily armed and the team will need to eliminate them all to make their way to the cars easier. Once the team steals the car, they will need to make their way out of the tunnel. More guards from the rival crew will chase the team. Killing them or eliminating them, the team needs to deliver the car to Lester's warehouse in Murrieta Heights.

Lester hacked the phones from a rival crew and he's now informed that they are having a deal with an architectural financial institution at a parking lot in Pillbox Hill. Lester advises that one player should snipe the enemies from a higher building while the other guys collect the document. After all the enemies are dead and the team has the document, the document needs to be delivered to Lester's warehouse in Murrieta Heights, and the job is complete.

Players arrive at a parking lot behind a warehouse where the Vagos are having a car meet with their lowriders. One player must go onto the roof of a building while the other must hide in a bush. Once the players are in position, four lowriders will drive to the lot. Lamar tasks the players to photograph all four as they drive into the lot so he can identify the ones he needs.



## Grand Theft Auto Online

Once identified, players must clear out the lot and bring the vehicles to Gerald's Apartment. At this point, the players are done working for the day. Last, they go home and sleep for the night.

The players wake up the next morning and plan on doing more missions. All they need to do at this point are both the regular missions and the last Lowrider mission for the set.

The Lost MC are protecting a shipment of meth in a boat at a jetty in Paleto Cove. The team needs to take out the bikers and steal the boat and take it to the pier on the north shore of the Alamo Sea. More bikers will shoot at the boat in the dirt roads along Raton Canyon. When the team arrives at the delivery point, north of the Alamo Sea, more bikers will be there to recapture the boat. The team needs to eliminate them all, and the job is complete.

Players are tasked with using a customized Moonbeam to drive to several gang turfs and clear them out of their respective gang. After eliminating all targets, the players are tasked to bring the Moonbeam to an alleyway in Del Perro and destroy it. After destroying the Moonbeam in the alley, the mission is completed.

Lester is in need of two FIB vehicles, a FIB Buffalo and a FIB Granger. Those two cars are hidden in a FIB compound on Clinton Avenue in West Vinewood. One player needs to hack the terminal to open the garage where the cars are parked. Once the player begins hacking, the team will receive a 3-star wanted level and the rest of the players need to keep the hacker player covered. After the terminal is hacked, the team needs to evade the wanted level and then deliver the cars to Lester's warehouse in Murrieta Heights. This completes the mission.

Lester informs the team that there is a shipping container full of nasty weapons in the Los Santos International Airport bound for Africa. He also informs that there are two Cargobobs landed on some helipads in the southeastern corner from the Fort Zancudo base that the team will

## Gener Guzman

need to lift up the container. After entering the base and stealing the Cargobob, the team will need to lose a 4-stars wanted level. After losing the cops, which can be long standing, the team has to lift up the container. The container will be protected by several Merryweather guards, so the team will need to land the Cargobob and eliminate the guards. After lifting it up, the container needs to be carefully delivered to Lester's warehouse in Murrieta Heights. The player must be advised of a Frogger that will pursue them and try to shoot it down. Smart flying without shooting back means the player can make it to Lester's warehouse, but it is difficult.

Lamar will call the player to meet him at Benny's Original Motor Works to have a discussion. After the discussion, Lamar tasks the players to steal 2 customized Buccaneers.

After delivering the vehicles and a brief cutscene, the Vagos will begin to attack the shop. The players now must defend the shop from several waves of Vagos. After eliminating them all, Lamar will thank the players, and the mission is complete.

The Lost MC are possessing a truck full of methamphetamine behind the Vinewood Sign. The team needs to go to the location, eliminate the bikers protecting it, and then steal the trailer. The trailer needs to be delivered to a gas station in Sandy Shores. Several bikers will chase the player driving the truck on the way to Sandy Shores and the driver might need help from the other teammates. The job is complete when the trailer is safely delivered.

Lester sends the player a text notifying him of a high-priority shipment under heavy guard at the Humane laboratory. Players must travel to the laboratory and fight through hired Merryweather security to hack a garage terminal, which in turn will open a locked area and grant access to the van. The player(s) must then return the van to Lester's Safehouse without destroying it or its contents whilst being followed by several enemy cars and a helicopter.

## Grand Theft Auto Online

Madrazo paid a group of eight jurors to bring down a guilty verdict, but the group of jurors stole the money from Madrazo, not judging the verdict. The team now needs to take out eight jurors around the city of Los Santos. They are all in different places, all unarmed. After the team takes all the jurors out, Madrazo will send a message to each one of them that the cops are moving in to protect the four remaining jurors. The player(s) will now be on a four minute time limit. Those four last jurors will be protected by the LSPD and the team will receive a three-stars wanted level by killing any one of them. After all the jurors are dead, only one player must lose his/her wanted level and go to Madrazo's mansion.

After a break from the original set of eight Lowrider missions, the players continue their Lowriders set of missions by planning to complete three additional missions alongside some of the normal missions. It is unknown about the length of each mission as they vary by time.

Keep the Pace is similar to a normal lap race, however, there is a minimum speed that players must stay above. If the player drops below the minimum speed for too long, that player's vehicle will explode. There are also ambient events going on around the course, such as planes taking off, timed explosions, and ramps.

The race itself is three laps, and with each lap completed, the minimum speed increases. The winner is the last player standing, or, if more than one player survives all three laps, the first one to complete the three laps.

The Lost MC are heavily involved in methamphetamine deals and fabrication across the state. Trevor is angry about it and gives another job against the Lost and their involvement with methamphetamine. The team needs to go to a meth lab in Great Chaparral and destroy a few vehicles from the Lost, where they keep tons of drugs. There will be bikers protecting it.

## Gener Guzman

After the vehicles are destroyed, the team heads to Raton Canyon, where the Lost are hanging around and protecting batches of drugs. The team needs to take a good distance from the hills and snipe all the members involved, because they are armed with sniper rifles. After all the members are dead, the team needs to collect the batch of methamphetamine and deliver it to Trevor's trailer in Sandy Shores.

The Runners of each team will participate in a point-to-point Race driving a Voodoo, whilst the Blockers try to prevent the other team's Runners from getting to the checkpoints, whilst simultaneously protecting their own runner from other Blockers. However, the Blockers are unable to see the checkpoints on the map.

The winners are the first team whose Runner collects all of the checkpoints and finishes the race. This completes the tenth Lowrider mission and the second of the second segment.

Some important buyers and clients from Lester need a combat helicopter. The army is training with the Annihilator at a base camp in North Point, Paleto Bay. Several well armed soldiers will be there and they will chase the team with trucks if the team takes too long to steal the Annihilator. Once the team steals the Annihilator, air support consisting of one military jet from Fort Zancudo and two Buzzards from the city will chase the player piloting the Annihilator. After the team delivers the Annihilator to the Sandy Shores Airfield, the mission is complete.

Once the mission is done, most likely, the day ends, and the players rest. They wake up and plan on completing the last Lowrider mission plus more regular missions. They are divided into teams of two. One member of each team will start the Relay race. They must complete a lap of the course, and once they finish, the second member takes over, doing the same lap. The winning team is the one who completes six laps the fastest (three for each member).

## Grand Theft Auto Online

When not racing, the players must stay in the pen just before the starting line. Teams can be disqualified if they don't stay in the pen. All players waiting in the pen are in Passive Mode until they begin racing.

If the player begins their lap before their partner finishes theirs, it will be judged as a false start and the racing player will have to go back to the pen to start their lap again.

The police are investigating one of Trevor's meth labs. Trevor doesn't know which one, but he has knowledge that a police chopper is coming from the northeast, heading to the lab. Ron prepared a few dune buggies at a lookout on the top of a hill in Senora National Park just south of Sandy Shores, where the team needed to wait till the helicopter showed up. When the helicopter appears, the team will drive the buggies and follow the helicopter to the meth lab. Upon arrival at the meth lab in Great Chaparral, the team will need to eliminate a group of LSPD officers investigating the area, and then steal equipment that is in the back of a Granger after killing all of them. The team needs to deliver the equipment to Trevor's trailer. An FIB Granger with 6 NOOSE officers inside it will follow from the south and a Police Bike with a female officer will be stationed on Joshua Road to intercept and chase the team delivering the Granger.

The mission will always take place at 12 mid-day regardless of the in-game time of day when the mission is launched and the clock will not advance during the job.

Madrazo notifies the player that one of his associates has been targeted by Merryweather Security Consulting following a bounty placed on his associate by an unnamed party. Madrazo is attempting to get him over the border to Mexico where the government does not advocate private militias - but there are a lot of Merryweather soldiers between Los Santos and his plane to freedom. The player(s) must protect the contact by using Buzzard Attack Choppers which are

## Gener Guzman

provided by Martin at his at lock-up (or the player's own armed helicopter called in via Pegasus) from a rendezvous at Los Santos International Airport until he reaches Sandy Shores Airfield, while neutralizing both air and (optional) ground units.

Trevor informs the team that a shipment of diamonds is moving through Paleto Bay and the diamonds would be important to the Trevor Philips Enterprises. The diamonds are situated behind a few at Paleto Bay. Merryweather Security will be protecting it, all armed with Advanced Rifles, so the team needs to eliminate the heavily armed members to get the diamonds. Afterwards, the team needs to deliver the diamonds, being tasked to use a boat, they will have to sail all the way to North Chumash to the Chiliad Mountain State Wilderness. A few moments after the boat starts moving, Trevor texts the team, telling them to bring the boat back intact, and informing the oncoming Merryweather resistance - one Maverick loaded with four enemies, and several Dinghies with two enemies each, not to mention the enemies on the land as well. Despite the resistance, the team successfully defeats or avoids all the enemies, before delivering the boat and the diamonds to the drop-off. After this mission, the players go home and sleep overnight.

The players wake up the next morning and plan on starting their own organizations with the power of having fun during missions. This indicates that missions are most interesting now. Once the plan is done, the players begin their own organizations and hire some other players.

Players as VIPs or CEOs have to steal vehicles from one of the police stations and then take them to a drop-off location. Before the mission can start, the leader has to choose one of the five possible starting locations; these are the La Mesa Police Station, Mission Row Police Station, Vespucci Police Station, Vinewood Police Station, Sandy Shores Sheriff's Station, and the Paleto Bay Sheriff's Office.

## Grand Theft Auto Online

Once the player selects one, the mission starts and SecuroServ sends the organisation members a message instructing them to steal vehicles from the selected location. All four Los Santos starting locations have cars as target vehicles, while the two Blaine County locations have either motorbikes or quad bikes.

If playing solo, only one target vehicle will spawn. If the vehicles are motorbikes, one will spawn for every organization member, so a maximum number of four. With cars, only one additional will spawn, regardless if there are two, three, or four members.

At the La Mesa Police Station, the target vehicle is a Pfister Comet, with an additional Bravado Banshee spawning further inside the impoundment lot if not playing solo. At the Mission Row Police Station, a Vapid Dominator is parked around the back of the station, behind an electronic gate, with the second vehicle being a Bravado Gauntlet parked near the entrance to the station. In Vespucci, a Lampadati Pigalle spawns in the car park, with a second car, a Declasse Rhapsody, parked in a more enclosed parking space further up from the car park. In Vinewood, a Benefactor Stirling GT spawns in a small garage at the back, while an Invetero Coquette BlackFin spawns at the small car park near the entrance to the station when playing with more members.

At both locations in the area, the number of vehicles matches the number of organization members. Nagasaki Blazers spawn in Sandy Shores and Principe Lectros in Paleto Bay.

The vehicles are indestructible until one of them is stolen. After a player takes the vehicle, they will receive either a three- or four-star wanted level; three stars for motorbikes/quads and four for cars. All players in the session are also notified once the boss takes the vehicle so that anyone can take the opportunity to steal the vehicle and deliver it themselves.

## Gener Guzman

When the player nears the drop-off area within a 2km radius, they are told they are nearing the location and they are reduced to a two-star wanted level, which needs to be evaded before delivering the vehicle. If the starting location is in Los Santos, the drop-off location will be one of three areas in the countryside; the Sonar Collections Dock, Procopio Truck Stop, or the Foreclosed North Alamo Pier. For the two countryside police stations, the drop-off is either a warehouse in LSIA or on Elysian Island.

Once the vehicle is delivered, the vehicle becomes locked and unable to be entered. The reward is \$10,000 for a delivered car and \$5,000 for a bike.

This VIP Work is similar to One on One Deathmatches, with the main difference being the inclusion of all members of two rival organizations in Executive Deathmatch. The mission can be started anywhere across San Andreas, and when a VIP/CEO does so, they must select a rival organization they would like to challenge, after which they must wait for the rival to accept.

Once the rival VIP/CEO accepts the invitation, a 20-minute timer begins counting down, as well as each rival getting ten lives. Any organization member can be killed, but only VIP/CEO deaths will decrease the lives, and once all lives are depleted, the other organization wins the challenge. During the challenge, all members will appear as being in Passive Mode to other players not participating. This mission seems more like a fun game than a normal mission.

Lester remembers and congratulates the player for the previous job and comically, wants to do it again. The container will be in a warehouse in Elysian Island, not too far from the location of the previous job. The container will be protected by Merryweather guards so the player flying the Cargobob will have to wait meanwhile the players on ground eliminate the guards. Soon as all the guards are dead, one of the players will have to use a Dock Handler



## Grand Theft Auto Online

parked nearby to get the container out of the warehouse, so the player flying the Cargobob can lift it up. The players now need to deliver the container to Lester's warehouse in Murrieta Heights and the job is completed.

An over-the-counter stock transaction took place in a big warehouse at the port. Merryweather has been contracted to secure the documentation. The team needs to go to the location, eliminate all the Merryweather guards on the first floor, and then one player needs to hack the door access terminal, which gives access to the office containing the safe. One player needs to crack the safe while the other players protect him. After stealing the briefcase from the opened safe, the team needs to deliver the briefcase to Lester's warehouse in Murrieta Heights whilst being followed by Merryweather guards.

Lester remembers and congratulates the player for the previous job and comically, wants to do it again. The container will be in a warehouse in Elysian Island, not too far from the location of the previous job. The container will be protected by Merryweather guards so the player flying the Cargobob will have to wait meanwhile the players on ground eliminate the guards. Soon as all the guards are dead, one of the players will have to use a Dock Handler parked nearby to get the container out of the warehouse, so the player flying the Cargobob can lift it up. The players now need to deliver the container to Lester's warehouse in Murrieta Heights and the job is completed.

Executive Search is a Hide-and-seek game-mode which can be started by the CEO or VIP of an Organization. It is found in the VIP/CEO Work job list by navigating the Interaction Menu.

The VIP/CEO of the organization will be informed to hide in a specific portion of the map Blips-GTAO-ExecutiveSearch.png for 10 minutes. They will be unveiled on the map shortly

## Gener Guzman

after starting the game mode. Associates of their organization have the objective of protecting the hidden VIP (who is visible only to them), while other players outside of the organization have the objective of hunting down the VIP. Numerous clues to the VIP's whereabouts become evident when in the search area, such as vibrations from the player's controller. They may also become visible on the radar for a brief moment when killing players.

The VIP will complete the mission if and when they survive the 10 minute duration of remaining hidden in the allocated area. Leaving the area will warn the VIP to remain in the boundaries, otherwise the mission will fail.

Typical payouts from the mission are \$25,000 if playing alone. Having active associates in the session may influx the reward and will pay all associates the same reward. If the associate enters the area, they will be rewarded an additional \$500, regardless of how long they remained in the area. If the associate successfully protects the VIP from at least 1 player, rewards of \$2,000 are given to all associates and the VIP themselves. Associates who are in the same crew as the VIP may be rewarded further RP.

Other players whose objective is to kill the VIP will also be given \$500 for entering the area, regardless of their success. Killing the VIP will also reward the player up to \$30,000, depending on time taken and amount of resilience provided. This completes the first half.

Once the mission is started from the Interaction Menu, the VIP/CEO has the option to choose from four different locations: LSIA, Merryweather Base, Fort Zancudo, or the Altruist Camp. Once chosen, a yellow marker on the map indicates the GPS route to the said location. Each location has a slightly different premise, but each require the organisation to steal either a briefcase or a Rhino tank.

## Grand Theft Auto Online

No matter which variant of the mission is started, the organization will receive a wanted level once the target object is retrieved. While the mission is active, all services which remove the player's wanted level, such as Lester's "Cops Turn Blind Eye" or the CEO's "Bribe Authorities" options, are made unavailable until the mission ends. While the briefcase/Rhino can be delivered while a wanted level is still active, it is not impossible for members to evade it beforehand. This one, large mission is divided into four sections for the afternoon.

The high security location is within the hangar south of the airport, where Franklin Clinton's hangar is located. Inside is the executive standing beside a black Super Diamond and four FIB members with an FIB Buffalo. All are armed with Carbine Rifles. The player needs to kill the courier, pick up his dropped briefcase, and deliver it to one of two possible drop-off locations, either a house on North Sheldon Avenue in Vinewood Hills, the Pacific Bluffs Country Club, or Vinewood Bowl. The organization receives a four-star wanted level once the briefcase is picked up. This counts as one segment of the entire mission for a few hours.

The briefcase is located inside an office at the front of the warehouse, where several Merryweather units are found with high fire-rate weapons and armor. Numerous Merryweather mercenaries are scattered around the ground level and on the formation of the dock where the dock-crane and helipad are located. Once the player makes their way inside the office, they need to pick up the briefcase and deliver it to either a mansion in Richman, a small farm just west of the Senora Freeway, or to a building behind the Vinewood Sign. The organization receives a four-star wanted level once the briefcase is picked up. This second segment accounts also for a few hours but half of the afternoon with the first two segments being completed.

## Gener Guzman

This is the only variant of the mission where the objective is not a briefcase but rather a Rhino tank, which is located in a large hangar in Fort Zancudo. It is guarded by many military soldiers and an officer. The organization is required to make their way past all the guards, steal the tank, and deliver it to either Chumash, a house near Harmony, or to the Paleto Forest Sawmill. This completes three out of four total segments for the whole mission.

The briefcase is located at the end of the camp out in the open, being held by a cult leader and guarded by 3 cultists. All four are armed with Carbine Rifles. Multiple other cultists are also scattered around the camp and will fire on sight with pistols. The player will not earn a wanted level when they provoke the enemies, although if they kill some, they will earn 1-2 stars depending on circumstances. Once the briefcase is obtained, a three-star wanted level is attained. The organization needs to deliver the briefcase to either Marlowe Vineyards, the Stoner Cement Works storage facility, or a large warehouse in Grapeseed. This completes the whole mission.

The FIB agents and The Professionals members are dealing with documents that Martin wants in a parking lot at the intersection of Adam's Apple Boulevard and Little Bighorn Avenue in Mission Row.

Players must travel to the parking lot where there is a trigger point on the south side at the Adam's Apple Boulevard entrance. Numerous Fugitives are parked along with two FIB Grangers, a Gauntlet and an Emperor. Three of the four vehicular entry points to the building are blocked by parked cars. Eight Professionals and five FIB agents armed with Assault Rifles are conducting a handover of the target documents. One of the Professionals can be heard mentioning company secrets during the mission, implying that he is getting questions from one of the FIB invading his privacy regarding his company.

## Grand Theft Auto Online

From this point, this mission has been patched many times to fix bugs/exploits and increase the difficulty.

Madrazo orders the team to destroy four garbage trucks from a rival crew around the city. After all the garbage trucks are destroyed, the team needs to go to the rival crew operation by some abandoned warehouses in El Burro Heights. There will be five parked trucks to be destroyed and the trucks will be protected by several heavily armed enemies. After the team destroys all the trucks, they will have to kill the remaining members and one more group coming in a Granger. After all trucks are destroyed and gang members are killed, the players must chase down the crew boss, who is fleeing on foot. The crew boss is unarmed and after he is killed, the job is completed for the day. Last, the players go home where they go to sleep for the night.

The players wake up the next morning and plan on finishing up the last two missions of the Executives and Other Criminals set. They might begin their next set after that when the time allows for the set. This only happens when the players complete the set early in the morning.

Piracy Prevention sees an organization defending the organization's VIP's yacht from several attackers. The closest beach near the yacht will have several Seashark boats and Maverick helicopters for the attackers to use to get to the yacht. If the vehicles are destroyed, they will respawn a few moments later. Attackers have to board the yacht and stay in the upper deck area marked on the map for thirty seconds. If they are killed while capturing the deck, the timer will be reset until another player steps into the area. If an attacker is killed, they will respawn back on land closest to the yacht. Defenders will have to make sure the attackers don't capture the upper deck by any means necessary. Unlike the attackers, defenders will respawn on the yacht. This seems like a fun game if players have to kill each other for that.

## Gener Guzman

During Piracy Prevention, yacht defenses are disabled. The player is unable to enter any Apartments, Garages, Bunkers, Facilities, Nightclubs or Offices or indeed their Yacht. They are, however, allowed to access their Nightclub Garages. Los Santos Customs and Beeker's Garage are also closed, however other stores can be accessed. This completes the fifth mission.

The VIP/CEO has to collect three packages in random locations, performing a hack through the Sightseer app beforehand to reveal the location of the package. Each package requires a different hacking minigame to be completed before it is shown, but these appear in a random order each time the mission is replayed; these are the HackConnect, BruteForce, and Data Crack hacks.

The mission must be completed in under seven hours and thirty minutes. Once the VIP/CEO collects the first of three packages, all players in the session will be alerted of their activities and the CEO will be marked on the map. They will be marked for a short period again after collecting the second package and/or if they idle for too long.

Only the VIP/CEO of the Organization can complete the hack and see the location of each package, meaning Bodyguards/Associates can only provide defense for the VIP/CEO. If the leader is killed by another player (killing themselves does not count), the mission is failed.

Collecting the final package when the timer shows less than five minutes will award the player, and any bodyguards in the organization, the highest amount obtainable, \$25,000. After this is complete, all six Executive and Other Criminal missions have been completed.

When activated by a VIP, four targets will be marked on the map around San Andreas for the organization to kill. Once started, they are marked for all players in the session. The player can earn a maximum of \$30,000 depending on how many targets they kill and depending on time

## Grand Theft Auto Online

spent. The location of the targets is based on the location of the player at the time of activation; if playing in the countryside, the targets will be much more spread out.

Associates in different locations and counties may affect the location of the targets. It is possible, however, to still get a set of countryside targets if the mission is triggered too close to the north edge of Los Santos (specifically the dividing line between the city and Vinewood Hills). If left alone long enough, countryside mobile targets may eventually go into Los Santos, while Los Santos mobile targets may leave the city.

Targets will either be stationary or moving in an armored vehicle. They will be heavily protected with bodyguards, who are equipped with heavy fire-power weapons and armor; their accuracy is also buffed, allowing them to cause damage to vehicles and players flying several blocks away. The VIP wears a suit and equips less armor, as well as a handgun. With mobile targets, the driver of the vehicle is the VIP. Three bodyguards are found within the car equipping Micro SMG to shoot the player. The vehicle can be either a Baller LE (Armored) or Cognoscenti 55 (Armored). The vehicles and targets are much more durable than in regular gameplay. The vehicles can withstand multiple hits by homing missiles and bodyguards can survive two missile hits and multiple sniper headshots. The actual target, however, can be killed with a single missile or a headshot from any gun. This is the first mission as the introduction mission to the next set.

The FIB agents and The Professionals members are dealing documents that Martin wants in a parking lot at the intersection of Adam's Apple Boulevard and Little Bighorn Avenue in Mission Row. This describes the next regular mission and counts as two missions.

Players must travel to the parking lot where there is a trigger point on the south side at the Adam's Apple Boulevard entrance. Numerous Fugitives are parked along with two FIB Grang-

ers, a Gauntlet and an Emperor. Three of the four vehicular entry points to the building are blocked by parked cars. Eight Professionals and five FIB agents armed with Assault Rifles are conducting a handover of the target documents. One of the Professionals can be heard mentioning company secrets during the mission, implying that he is getting questions from one of the FIB invading his privacy regarding his company. Last, the mission is complete.

When Airfreight is started by a VIP/CEO, a red and black Jetsam Cargobob will spawn at a semi-random location, which is dictated by where the mission is triggered. This Cargobob uses a mission-only extended hook in place of the smaller stock hook, and it also possesses enhanced durability. This begins the second mission of the Further Adventures in Finance and Felony set.

SecuroServ claims that Merryweather possesses a container that belongs to one of their investors, who would like it back. They advise to use the Cargobob but also remind the organization to be wary of people trying to take them down. Upon entry of the Cargobob, the container will be marked on the map by a green hook icon, and the pilot will need to fly over to the location. The main player is most likely the pilot as the leader of his organization.

At the site, the container is guarded by four Merryweather units, who will engage the player if they come too close. Once the player is engaged, one of these guards will run to a nearby Buzzard Attack Chopper and get in, after which he will take off and start attacking the player; if the player dies, it will shift targets to the container. It is advised the players take down the chopper and kill all the Merryweather units before taking the container. The pilot will need to use the hook to attack the container, at which point a delivery location will be marked on the map. At this point, a session-wide signal will also be broadcast, alerting all players of the organization's activities.



## Grand Theft Auto Online

The container is worth \$20,000 at the beginning of the mission, and the value will gradually decrease if the container gets damaged; the Buzzard helicopter can quickly decrease its value. The value of the container is displayed at the bottom right of the screen. This value will be added on top of another, smaller cash reward if a successful delivery is completed, which is dependent on the time spent on the mission.

At the delivery location, a red flare marks the landing point. The pilot is prompted to drop the container; releasing it from too high of an altitude may damage it, decreasing its value. After a successful delivery, the pilot is told to exit the vehicle, as the Cargobob has a self-destruct protocol of 15 minutes, which is activated due to the vehicle being marked by law enforcement.

The player is able to use any other Cargobob instead of the one provided, though destroying the one supplied will result in a mission failure. Occasionally, the main Cargobob can even be damaged to the point of complete engine failure; however, as long as it does not explode, the mission will not end.

Once the container is collected, all other players and organizations in the lobby are alerted and instructed to destroy the Cargobob. This completes the second mission of the set. The players then rest for the night and wake up the next morning. They plan working for the day.

Simeon has been emailed a list of four cars and where they're parked. The team must deliver all four cars to the dock in five hours. Simeon will give the team two cars to collect first.

The Bronze Enus Super Diamond is parked outside a manor on Sam Austin Drive in Richman, and is guarded by many Security Guards.

The Pink Grotti Cheetah is parked near the Vanilla Unicorn strip club, blocked in by many other parked cars.

## Gener Guzman

Once collected, the cars need to be delivered to the docks in Elysian Island. Once both cars have been delivered, Simeon sends an order for the other two cars.

The Blue Grotti Turismo R is parked in the middle of Rancho Projects on Jamestown Street in Rancho. It is surrounded by many members of the Los Santos Vagos.

The Green Grotti Stinger GT is parked on Alta Street in Downtown Vinewood. It is surrounded by police, having seemingly been pulled over by them.

Both Turismo R and Stinger GT also have to be delivered to the same docks as the Super Diamond and the Cheetah. Once they have been delivered, the mission ends.

When Haulage is started, the organization must go to a semi-random location where a Trailer is parked and a Phantom provided to haul it; however, the player can use any acceptable truck cab to tow the trailer. The truck cab at each location will be a matte-black Phantom, which can tolerate more explosive damage than its regular appearance, has a stronger axle to avoid crumpling, and has bulletproof tires. Passengers of the truck cannot be locked onto from other players. At each location, a dark red Technical will also be on site, which also has bulletproof tires. It can be used by any Associate or Bodyguard to assist the driver of the truck.

When the trailer is connected to the trailer, it must be transported and delivered to another location far away. A successful delivery will reward the CEO/VIP and all associates with cash and RP. This only happens when this mission is complete.

If the player is killed, they will be able to re-enter the truck cab and continue to transport the trailer. If the truck is destroyed, they will have to obtain another truck cab and reattach the trailer. Other available Haulers are scattered around the map for the player to obtain and use, which roughly follow the route to the destination; however, any truck cab capable of towing can

## Grand Theft Auto Online

be used. The trailer itself is indestructible to fire, collision and explosives, and if it becomes turned over or otherwise difficult to obtain, it will be relocated to a suitable position. The mission will fail if the trailer becomes fully submerged in water. Once the trailer is delivered, the player is forced out of the truck and the mission is completed.

Other players are alerted of the Organization's activities once the trailer has been connected. At this point, the trailer becomes visible on the radar along with the same available truck cabs around the map. They are instructed to steal the trailer and deliver it to the drop-off location. They are able to kill the player by the means of weaponry or by exploding the truck cab, killing the driver. The truck cab can also be locked onto with homing rockets; however, the indestructible trailer may get in the way of the rocket.

The team must destroy four surveillance trucks, which are all located in various parts of Los Santos before they manage to surveil Lester. The team has five hours to accomplish this.

Lester has left Sticky Bombs at his warehouse for the team to use, and from there the team must head out and destroy the trucks. A Dominator always spawns at Lester's warehouse as a means of transportation.

Two trucks are driving around Los Santos, one is parked at the warehouse on Innocence Boulevard (guarded by security guards, and the other two are at a gas station on Ginger Street and Lindsay Circus, respectively. Once a truck is destroyed, the player who destroyed it may receive a one star Wanted Level.

Once all four trucks have been destroyed, the timer vanishes and a fifth truck will appear on the map and Lester will send the players a text, telling them to destroy the last truck and bring him back a piece of surveillance equipment it drops. The equipment will be dropped from the

## Gener Guzman

last truck if both of its occupants are killed. However it cannot be picked up until the truck is destroyed. Once the equipment is retrieved, the players must then lose any wanted level they may have and deliver the equipment to Lester's warehouse. This completes the mission.

In this Adversary Mode, players are battling in variable teams. When a lower-class trader player (Loser) kills a member of the opposing team, they are switched onto that team, becoming the VIP (Winner). The player killed is switched from the winners to the losers. In game, deaths are not indicated, however, the activity of team-switching is.

At the bottom right of the screen, every player has their own bar, which slowly fills when the player is on the Winners' team, and drains when they are on the Losers' team. When the timer ends, half of the players - the ones with the highest percentage of their bar filled - win the round, while the other players lose. This seems like a fun game rather than a normal mission.

Gerald has a list of four members of the Ballas gang that he wants to be killed. He also wants them to be killed in a specific order so the gang doesn't get wise before completion.

Big T is behind the New Do Barber Shop on Mirror Park Boulevard. He is being guarded by many members of the Ballas and Rednecks, although only Big T needs to be killed to move.

The team now has an hour to get to the Hydro Plant on Route 13 before Little T leaves. He is the passenger in the front vehicle of two that are driving north. Only Little T needs to be killed to advance.

After killing Little T, the team has an hour to go to the farm on Baytree Canyon Road. Small F is there, being guarded by members of the Ballas and Rednecks. Only Small F needs to be killed to advance. Once this is advanced, three out of four people are killed, and only one has to be killed in order to pass the mission and be done for the day.

## Grand Theft Auto Online

After killing Small F, the team has three real-time minutes to get to the Derelict Motel in Sandy Shores. Terrance is there, guarded by members of the Ballas and Rednecks. This time, Terrance and all of the Ballas at the motel need to be killed. Once they are all killed, the mission is completed. The players then return home and settle down. Last, they go to bed and sleep.

The players wake up the next morning and plan on making another new set. They introduce new motorcycles and allow the player the ability to run their own Motorcycle Club, in a similar form to The Lost MC in Liberty City, 2008. Players can also purchase new Business properties to sell products and make a profit, similar to the Special Cargo Network from Further Adventures in Finance and Felony. Many new vehicles have been added, including several new chopper-style motorcycles and sports bikes. Various new weapons can be bought from Ammu-Nation, from compact guns to melee weapons. Also, hundreds of new clothing items are available, varying from half masks, biker helmets, and leather jackets.

During the biker week, the players test out their new features in a motorcycle club and also have fun by copying the similar goals from 2008. This involves circulating around both the normal roads and biking on the tracks of both passenger and freight railroads, which scares the passenger line and almost attracts a wanted level. Motorcycles this week also visit pedestrian-only walkways as well interiors. However, interiors are not as important right now than 2008.

The team has to steal a black Mule from a storage unit in Banning. The Mule is being guarded by Los Santos Triads. Once the guards have been cleared, two cars, both with four Triads in them, come to try to reclaim the storage until, one in the northwest and northeast each.

Once they have been killed, the team then must search the storage unit for the Mule (the Mule itself will not show up on the radar, what will show up on the radar, however, is the area

## Gener Guzman

that needs to be searched) and once they have found it, the team must drive it back to Lester's warehouse. At this point, the mission is complete, and the players are introducing one more set.

The crew is instructed to go to La Mesa and pick up the Rumpo Custom and a Ramp Buggy (up to three Ramp Buggies, depending on the number of players). The assistant informs that the SecuroServ's clients are under pressure from the law enforcement and they need an extraction team. This begins the Imports and Exports event.

With the vehicles acquired, the crew is instructed to go to the Union Depository. The assistant receives an alert from SecuroServ, informing that the clients need immediate extraction and are surrounded by the LSPD. The Ramp Buggy drivers have to breach the roadblocks composed of Interceptors and Sheriff SUVs and go to the lower entrance of the facility, while the Rumpo Custom driver has to extract the clients.

Once the clients are in the extractor's van, the crew has to escape from the police while providing a clear path for the van, by using their buggies to flip any police car and vehicles out of the way. Players have to be careful, as there will be concrete barriers deployed next to the police vehicles.

Once the crew approaches the tunnel under Fort Zancudo, police will no longer chase the team, so the van's driver is safe to carry the clients to the evac point. The clients will leave the area in a Dinghy and the mission is completed.

The crew is instructed to go to the airfield in Sandy Shores. The assistant informs them that SecuroServ wants to source an old modified Ruiner that is in possession of the Vagos criminal network and loaded on the back of a Wastelander truck. The assistant is not sure as to why they want a "rust bucket", but insists on getting the vehicle so they can collect the paycheck.

## Grand Theft Auto Online

The airfield is heavily protected by Vagos members, so the crew has to plan an approach to get the truck out of the hangar.

Once they are taken out, one has to take the truck while the others have to defend it. There is a Buzzard Attack Chopper located at the heliport provided for aerial support, should one of the crew choose to use it. Several Vagos members will start to arrive in Grangers in an attempt to stop the truck, so the driver is suggested to drive off the road, while the rest of the crew have to defend the truck and prevent it from being destroyed.

Once they approach the drop-off location, the enemies will stop chasing the truck, so the driver is safe to deliver it to the RON gas station located on Route 68 near Lago Zancudo, completing the mission as the second of the event.

Martin has a list of five targets he wants the players to assassinate for him. When starting the mission, the Player will spawn near the Kortz Center and be given two Jackal's or a Bati 801 to use. At the start of the mission, only four will appear on the map, which the team has ten real-time minutes to kill, in any order they wish.

Once the first four have been killed, Martin will text the players the location of the fifth and final assassination target. The players have five real-time minutes from when the last target was killed. Once this target is killed, the mission is complete. The fifth target will spawn at the beginning of the mission and can be killed at any time but must be left until last otherwise the mission will end in failure once the last of the original four are killed. Once this mission is done, the players take a break in the middle of the day and prepare for the next mission.

The player will first have to travel to the Maibatsu Factory in La Mesa, Los Santos. Once there, seven Mule trucks will spawn.

## Gener Guzman

Of the seven, two trucks will be leaving the area and five will be parked around the Maibatsu Factory, with guards around them (and snipers on the roof of the Factory). Once the team have destroyed all seven trucks, the mission is complete for the day.

The crew is instructed to go to Grapeseed and take the Blazer Aquas provided for the mission. The assistant will inform them that a special interest group approached SecuroServ requesting to wipe out The Lost MC as part of their special interests. The gang is running a methamphetamine operation with Benson trucks and they must be taken out.

The crew heads to Millar's Fishery at the North Coast of the Alamo Sea, where six trucks must be destroyed. Armed enemies are guarding the area and will attack once the first truck is destroyed, so the crew has to take them out as well.

Once the first group of trucks are destroyed, the crew is instructed to move to Lago Zancudo and destroy four more trucks, which are on the move. Enemies will spawn on the roads, as well as a Frogger with a gunner, so players have to avoid them through the water with the Blazer Aqua's amphibious capabilities.

Once the second group of trucks are destroyed, the assistant will inform them that some Lost gang members are escaping in Dinghy boats and that the client wants the players to eliminate them.

With the remaining enemies taken out and the work done, the crew is instructed to leave the vehicles at the Vespucci Helipad in La Puerta to complete the mission. After the mission gets completed, the players relax for a while before beginning their next mission.

The crew is instructed to go to the La Puerta Salvage Yard and collect a SecuroServ modified Phantom Wedge. The assistant explains that some of the SecuroServ clients were victims of



## Grand Theft Auto Online

having their supply chain seized by the LSPD, and they are contracted to seize them back. All players are provided with duffel bags.

The first drug bust location is on Elysian Island, where the assistant warns the crew of a large law enforcement presence in the area. The road leading to the drug bust is guarded by two roadblocks, composed of Interceptors, Sheriff SUVs, and a Police Riot. The truck driver must breach these roadblocks while the other occupants provide defense with their weapons. There are two trolleys, each one with enough packages to fill a single duffel bag, so two players must take care of them while the other two provide defense from oncoming law enforcement units.

Once the packages are collected, the crew gets back in the truck and moves to the Auto Exotic garage located in East Los Santos, again while having to breach through roadblocks and more police cars. Players have to be careful, as the area is surrounded by another roadblock and more police units coming from the streets, including a Police Maverick spawning airborne. One player has to take care of the trolley with the packages while the other three provide protection.

After securing the packages, the crew gets back in the truck again and moves to the Senora Freeway, where another drug shipment has been intercepted and is guarded by the police. Again, they have to take care of more police cars and roadblocks to get to the destination and repeat the same process of taking all the drugs from a single trolley while the others fight against oncoming police units, as well as two Police Mavericks.

After securing all of the product, the crew gets in the truck and moves to the McKenzie Field Hangar. When approaching the drop off, police will no longer pursue the team, so they are safe to retrieve the drugs and complete the mission. The players then return back home to settle down for the night. They pack their inventory away. Last, they go to bed and sleep overnight.

## Gener Guzman

The team has to recover some cash taken by corrupt LSPD Police Officers. They are guarding the cash at a crime scene, which is a narrow alleyway in La Mesa, Los Santos.

Once there, the team must retrieve the bag of cash guarded by the officers. Lester will send a text to players informing them that there is more than one way into the alley. Once the bag of cash has been retrieved, the team must lose the 3-star Wanted Level given to them. Once that has been lost, the players then must return the cash to Lester's warehouse, where the mission ends for the day. Last, the players return back home and sleep for the night.

The crew is instructed to go to Backlot City and take the SecuroServ modified Rocket Voltics provided for the mission. The assistant briefs them on unknown agents moving around the city pulling data from unprotected networks, and SecuroServ wants to wipe their systems by establishing a connection with the transmitters fitted into the Rocket Voltics so they can jam them and wipe their devices remotely.

With the four target cars located, each player has to get to the location of one car and hack their devices using the SecuroServ hacking app. Players have to be careful, as each target is driving a Kuruma which is guarded by another enemy in a first generation Baller, and both will open fire upon starting the hack; the target will also speed up to evade the player. Players have to complete the hack before they reach their destinations.

Once all four devices are wiped out, the assistant instructs the crew to go back to the SecuroServ's base to analyze the metadata. However, the assistant receives a report of a disturbance at the entrance. Upon reaching the destination, attackers are raiding the base and SecuroServ agents are fighting back. The crew has to help the agents and eliminate the attackers before they manage to enter the base. After eliminating the targets, the assistant will notify them

## Grand Theft Auto Online

that those were the last of them, completing the mission. From there, the players take a break in the middle of the day where they eat and prepare for the next job.

The crew is instructed to go to Beeker's Garage and take the SecuroServ modified Technical Aqua (two if there are four players). The assistant briefs the crew on a smuggling operation of a rival import/export group which the client wants them to wipe out.

The crew then moves to the ocean and reaches an Aquarius Super Yacht off the coast, where the targets are three stacks of product, which are heavily guarded by enemies around the rear of the vessel. The vessel itself is also guarded by enemies on four Dinghies and a Super-Volito Carbon, which will open fire against the crew if they are spotted or attacked. Reinforcements will appear attempting to defend the yacht once the crew takes out most of the initial group. At least one player should get onto the vessel and destroy the product.

Once the product is destroyed, the crew has to leave the area and deliver the trucks to the drop off at the Hookies parking lot. Enemies will spawn in Fugitives and Buzzard Attack Choppers, so the crew has to defend themselves on the way. Once the vehicles are delivered, the mission is completed. The players get to relax for the day. Last, they go home and rest.

Firstly, the players must travel to the Pacific Allied Shipyard in Port City. Once there, they will have to take out many smugglers guarding the operation that's taking place there.

Once they take out enough, the coke will spawn in an office on the upper floor of the Shipyard. Once collected, the players must escape the shipyard to the outside pier, where two Shitzu Suntraps are, both of which the team must steal.

Lastly, the team must then meet Martin's men at a rendezvous point on the east coast of San Andreas. On the journey there they will encounter a few enemy boats chasing them, but,

## Gener Guzman

once they arrive at the rendezvous, the mission is complete. The crew prepares for the next day of imports and exports missions like always.

The crew is instructed to go to an abandoned building in Grand Senora Desert and take the SecuroServ approved Armored Boxville. The assistant tells the crew that a SecuroServ client had a falling out over a dark ops transmitter located at the Palmer-Taylor Power Station and has hired the crew to get it, while the client's business partner had the same priority and hired Merryweather Security for the job. He warns them that Merryweather knows they are coming, so the crew has to plan their approach.

Upon reaching the station, the site is heavily guarded by several Merryweather operatives and roadblocks composed of Mesas, Insurgent Pick-Ups, and Dunes. The crew has to make it through the Merryweather defense and find the transmitter within the area. Upon finding it, one must collect the transmitter stored inside a box while the others have to provide defense from oncoming Merryweather operatives.

After collecting the transmitter, the crew has to take the Armored Boxville back to Los Santos while defending themselves from oncoming Merryweather Mesas, Dunes, and Buzzard Attack Choppers. After entering the city, Merryweather no longer chases the team, so they can complete the mission safely by going to the safehouse located under the main highway.

The team must go to the La Puerta Apartments construction site in La Puerta. Once there, the team will have to eliminate the gang members who are protecting the Gang Boss.

The crew is instructed to go to the Los Santos International Airport and take the Ruiner 2000's restored by SecuroServ from a previous mission. The assistant tells the crew that a SecuroServ client wants to take out the US military's arms supply so they will be forced to

## Grand Theft Auto Online

contract said client. The crew then gets in a small area with the modified cars and several Jetsam-marked Cargobobs piloted by SecuroServ agents awaiting for the raid.

Once the crew gets in their cars, a cutscene will play where the Cargobobs are heading to Fort Zancudo with the cars attached to them. At this point, players can detach the vehicle from the Cargobobs' magnet and descend toward the military base to initiate the raid. Once approaching, the military base will be alerted and the arms cache will be attempted to be secured.

The first objective is to destroy four Barracks trucks, then another four trucks. The second objective is to destroy two Cargobob helicopters attempting to fly away. The third and last objective is to destroy a Titan plane about to take off.

Once all vehicles are destroyed, the team must escape from the base and make their way to the extraction point, located past the Cassidy Creek Bridge. Several roadblocks, along with a couple of Rhino Tanks, will be present on the way, so the crew has to take them out before heading to the marked area, jump out of the bridge, and get onto the beach, where the extraction point is marked. When all players manage to reach the destination, the mission is complete.

The players begin another normal mission. They are to do this floor by floor, and must kill all the members on the first floor first, before then killing all of the members on the second floor, before finally killing all of the members (and the boss) who are on the roof of the site.

The boss, however, escapes in a Maverick helicopter, which you can either pursue in the skies or on land. If choosing the latter, he will eventually land the Frogger at a beach in the Palomino Highlands. Once the boss is killed, the mission is completed.

A Phantom Wedge will spawn in the vicinity of the CEO's location; the player then has 3 minutes to get to the vehicle (which may spawn nearby or several blocks away, depending on

## Gener Guzman

where the mission is started). Once an organization member enters the vehicle, the mission starts. The players have to go to three semi-random locations around San Andreas and destroy three piles of crates in each location. There are eight locations overall - three in Los Santos and five in the countryside. Each set of crates is guarded by enemies and rival players in the lobby are also encouraged to destroy the vehicle.

The city locations are the Fridgit Factory in Cypress Flats, the Mile High Club in Pillbox Hill, and Elysian Island. The enemies at these locations are The Professionals, who have blocked the area with Vapid Contenders. The countryside locations are the Palmer-Taylor Power Station, Ortega's Trailer, Stab City, Galilee, and Hookies. These locations will be protected by The Lost MC and their Gang Burritos. The first location will always be in the half of the map the mission was started in, either in the city or the countryside, but the second and third locations can also be in the other part of the map. All locations can be seen in the gallery below. The Phantom Wedge in this mission is much stronger than the regular version.

The player is given 7 hours and 30 minutes to destroy all supplies in the three locations around the map. After completing the mission, a timer will begin beeping; after 15 minutes, the Phantom Wedge will explode, but this gives the player enough time to vacate the vicinity of the final pile of crates if there are still active enemies. This completes the event mission for the next break, so the players can spend some time. They prepare for the next afternoon event mission.

Once Fully Loaded is started, a Ruiner 2000 will spawn at a semi-random location. This mission variant of the car has unlimited rockets. When an organization member enters the vehicle, the mission starts. The players have to destroy ten turreted vehicles scattered across a part of the map.

## Grand Theft Auto Online

All of the target vehicles will spawn in the half of the map the mission was started in either in Los Santos or the countryside. The targets in the city are Turreted Limos, while the targets in the countryside are Technicals.

There are a total of forty possible locations for the targets to spawn at, twenty in the city and the same amount in the countryside. When the mission starts, ten will randomly be selected from the twenty available in that part of the map. All locations can be seen in the gallery below.

All other players in the session are notified and given the targets' locations when the organization either enters the Ruiner 2000 or one hour and thirty minutes pass from when the mission was started. They are tasked with protecting the turreted vehicles until time runs out.

Even though the Ruiner 2000 provided for this mission is a lot more durable than the regular version, it can still be destroyed. If this happens, another will spawn nearby.

The organization successfully completes the mission if all ten vehicles are destroyed. They lose if the time runs out before they can destroy all vehicles, completing the mission.

Martin has a list of packages he wants the player to collect. First of all, however, Martin has left the team a Frogger to use on the Sandy Shores Airfield helipad. From there, the players must go to four locations and collect packages, before returning to the airfield.

Package #1 is in Stoner Cement Works, Harmony. Once all members of the team are in the helicopter, they have five real-time minutes to fly to the Cement Works and collect the package. The package is being guarded by Rednecks and is on top of the staircase which leads to the ladder to make it to the highest point of the Cement Works.

Package #2 is in Altruist Camp, Chiliad Mountain State Wilderness Once Package #1 has been collected, the team has five real-time minutes to get to the Altruist Camp and collect the

## Gener Guzman

package. The package is being guarded by Altruist Cult Members and is inside the Northwesternmost building in the camp.

Package #3 is in Earl's Mini-Mart, Senora Freeway, San Chianski Mountain Range. Once Package #2 has been collected, the team has five real-time minutes to get to Earl's Mini-Mart and collect the package. The package is being guarded by Rednecks and is behind the mini-mart.

Package #4 is in Fridgit Warehouse, Cypress Flats. Once Package #3 has been collected, the team has seven real-time minutes to get to the Fridgit Warehouse and collect the package. The package is being guarded by Los Santos Triads and is inside of a parking garage.

Once all packages have been collected, the team has five real-time minutes to get back to Sandy Shores Airfield. Once all the team has arrived, the mission is complete.

Martin needs the player to rescue his cousin, El Estupido, from the Donkey Punch Family Farm located in northern Paleto Bay. Surrounded by Sheriff's Deputies, Park Rangers and IAA Agents, he will be found hiding in the back barn. Once collected, the player will receive a text from Madrazo notifying them that the cartel think that El Estupido is in custody, and have given the "green light" on a hit. Navigate through spawning law enforcement (FIB Grangers and FIB Buffalos) and cartel (Baller and Cavalcade) chase vehicles, and get safely to the waiting helicopter at McKenzie Airfield. The mission is completed when Madrazo's cousin safely arrives at the airfield. The afternoon mission is then complete, so the players rest for tomorrow's work.

A Technical Aqua will spawn near the CEO's location. Once a member enters the vehicle, the mission starts. The organization is tasked with destroying supplies.

There are three locations where the supplies can be located: Senora Way, El Gordo Lighthouse, and North Chumash. One of these locations is randomly chosen for the mission.



## Grand Theft Auto Online

One supply stack will always spawn on a Tug protected by enemies on Dinghies, and the next supply stacks will spawn nearby, either on islands, beaches, or even inside a cave. All NPCs will shoot on sight when organization members get close enough.

If the organization successfully destroys all supplies at the given location, they complete the mission. Rival players are tasked with destroying the Technical Aqua.

A Wastelander will spawn near the CEO's position. Once an organization member enters the vehicle, the mission starts. The driver is tasked with delivering the Wastelander, as well as the vehicle it is carrying, to a specified point on the map, while protecting the vehicle that has been fitted on its trailer. If playing as a defender, the objective is to protect the driver.

The vehicles that can appear on the back of the Wastelander are the Duke O'Death, Space Docker, and Go Go Monkey Blista.

There are two drop-off locations on the map - one in Grapeseed and one in Cypress Flats. Which one the organization gets is dependent on where the mission is started; it will always be the one on the opposite side of the map.

Other rival players are specifically tasked with destroying the vehicle on the back of the Wastelander, but alternatively, they can simply destroy the Wastelander itself (although the truck can take a good amount of gunfire and collision damage; the mission only tracks damage to the carried vehicle). In lieu of there being rival players, others pursue and attack the Wastelander.

Merryweather Security has made their presence known in the state of San Andreas, which has made Ron Jakowski nervous, true to his nickname. Trevor instructs the team to do something about it as Ron annoys him when he's agitated. From there, the player is done with the directions and begins to follow the instructions.

## Gener Guzman

Trevor sends them to Sandy Shores Airfield, where there are many Merryweather Security Guards patrolling the airfield. The team must take them out. Once all Guards have been killed, the team is then instructed to hack into the laptop in the Airfield's control tower to discover the locations of Merryweather outposts.

Merryweather will try to take back control of the Airfield whilst a player is hacking, sending in reinforcements via land and air which the rest of the team must defend against.

Once the computer is hacked, the team is instructed to enter a Buzzard, which there are two of at the Sandy Shores Airfield's helipad. These are used to take out Merryweather's outposts, the first of which is at the communications tower behind the Vinewood Sign. To do this the team must destroy all of the vehicles, and kill all of the Guards stationed at the outpost.

Once the outpost is taken out, the team must take out a second outpost, located in Grapeseed. The objective is the same as the outpost behind the Vinewood sign, only this time there is an enemy Buzzard defending this outpost. Once this outpost is taken out, the mission is completed for the day. Last, the players go home where they go to bed and sleep for the night.

Once Fortified is started, an Armored Boxville will spawn near the CEO's location. Once an organization member enters the vehicle, the mission starts. The players have to protect the Boxville from incoming players destroying it. Occasionally, there will be 4 NPCs that spawn in 2 pairs of Fugitives or Buzzards equipped with Micro SMGs if the session is less populated. The group also has the option to leave the Armored Boxville to defend on foot.

The attackers, on the other hand, must destroy the Armored Boxville to complete the objective. The health of the vehicle is displayed at the bottom right of the screen. If the health bar is completely depleted, the vehicle will be destroyed, ending the VIP Work.

## Grand Theft Auto Online

If the Boxville is successfully defended for ten minutes, the organization successfully completes the VIP Work. The Boxville will self-destruct after this.

A Rocket Voltic will spawn near the CEO's location. The organization is tasked with entering the vehicle. Once an organization member enters the vehicle, the mission starts. The chosen driver will get locked in and a 7.5-minute startup timer will start counting down and once this timer ends, a bomb will be armed. The driver must keep the car above 60 mph for five hours to complete the mission.

This mission is much like the car bomb mission from the Vehicle cargo missions, however, the timer is five times longer (five hours) here and requires the minimum of 60 mph.

If there are other organization members, they must guard the driver. Checkpoints can spawn to reduce 20 seconds of the timer. Organization members should collect them as quickly as possible. The driver, however, cannot collect any checkpoints, nor see them on the map. Collecting the checkpoints will reduce the driver's payout, but other defenders may increase their payout. Other rival players are tasked with stopping and killing the driver of the Rocket Voltic.

After learning that rivals are bringing in product to one of Martin Madrazo's markets, Madrazo wants the team to act on it before the planes that are carrying it land. Madrazo has left two Lazars at Sandy Shores Airfield for the team to use to do this.

Once the players have entered their Lazars, they will have eight real-time minutes to destroy seven planes carrying the product flying over San Andreas.

Once all the Lazars are destroyed, the timer will stop and Madrazo will send a text informing the players that the rivals have contacted Merryweather Security, who come after the team in five Buzzards. The team must take out all the Buzzards.

## Gener Guzman

When all Buzzards are destroyed, the team must safely land both Lazars at Sandy Shores Airfield. Once that is done, the mission is completed. All regular missions are complete.

One or two Ramp Buggies (depending on the number of members) will spawn near the CEO's location. Once an organization member enters the vehicle(s), the mission starts. There are also one or two Sanchez bikes spawned nearby.

The organization is tasked with collecting 15 out of 30 crates that spawn around the map. The crates are located in areas where it is not normally possible for the bikes to get to, such as atop houses, so the driver of a Ramp Buggy must line up with the crate location and let the other player jump to the crate area using a motorbike.

There are four possible sets of locations, two in Los Santos and the same amount in the countryside. The game will randomly select one of the two possible variants in the part of the map the mission was started in.

Rival players are tasked with destroying the Ramp Buggy. If the organization collects 15 crates in less than ten hours, they successfully complete the mission.

Once Stockpiling is started, one or more Blazer Aquas (which interestingly uses the Street Blazer's radar icon) will spawn at the nearest coastline. The Blazer Aquas are painted matte black and dark red, similar to the SuperVolito Carbons during Special Vehicle Work, matching the service's color scheme. Once an organization member mounts a Blazer Aqua, or after one hour and thirty minutes have passed, the mission starts.

Thirty cargo crates are marked on the map - the green crates are located on land, while the blue crates are located in water. Players have five hours to collect all thirty crates before they are destroyed. The crates will spawn in the quarter of the map where the mission was started, and

## Grand Theft Auto Online

are scattered across that quarter of the map. The crates themselves glow in the dark and can be collected on foot or while still on the quad itself. All crates are reachable with the Blazer Aqua.

Players won't fail the mission for failing to collect all crates within the time and cannot fail the mission unless the time runs out before the players reach the quads, or no crates are collected. The more crates collected, the bigger the cash and RP rewards are after time is out.

After the time runs out, the Blazer Aquas enter a self-destruct mode of 7h30m. All other players in the session can intervene by destroying the crates. This limits the amount of crates the organization collects and potentially forfeits their cash reward at the end of the mission. The more crates destroyed, the bigger the cash reward at the end of the mission.

The mode consists of a match where two to four teams use sports cars to drive over tiles to claim them with the corresponding color. A team can overtake the rival team's tiles by simply driving over these, but the rival team can do the same to them. There is a HUD that represents the timer and the points, while the circle represents the general percentage of the territory claimed by the team. If at least two opposing players are on the same tile at the same time, it turns red, which indicates it is contested. Black tiles cannot be contested.

Every minute, the tiles are reset and the point is given to the team who has the most tiles taken (which is also represented by the timer, as it turns in the team's color to tell which one has the highest percentage of the map). The team who scores the required points is the winner.

Scattered around the map are power ups that can be used to an advantage, such as missiles. Note that whatever sports car the host chooses, it is the same for all.

# Chapter 5

Due to all the actions the players have done in their area, the area has not seen changes to the structure, delaying the construction and pausing the change. The players return to their lives while the other players are making their story in 2013. Later in 2013, the main player returns to watch what the powers and cheats of the three-player trio. At last, he becomes the fourth player to obtain cheats and powers. However, the fourth player loses some power by 2017.

Agent 14 contacts the player and introduces optional business ventures in the illegal arms trade and weapons manufacturing, which can be utilized under a SecuroServ VIP contract, a SecuroServ CEO organization, or a registered Motorcycle Club. The player begins by an underground bunker and Mobile Operations Center. Agent 14 gives the player a personal tour of the bunker to help and guide the player through various Gunrunning-related operations, including research, manufacturing and resupplying, functioning similarly to the MC businesses in the Bikers. Agent 14 also hires the player to work for him for various MOC missions, which work in the same way as the Special Vehicle Work that was introduced in Import/Export.

In August 2017, the player was contacted by Ron Jakowski, who introduced the optional business venture of air freighting contraband across San Andreas, which can be utilized under a SecuroServ VIP contract, SecuroServ CEO organization, or registered Motorcycle Club. The player begins upon purchasing a hangar located at either Los Santos International Airport or Fort Zancudo in which the player can store personal aircraft. Ron gives the player a personal tour of the hangar and helps them on finding cargo to source and finding buyers for it, functioning similar to the warehouses in Further Adventures in Finance and Felony.

## Grand Theft Auto Online

Once the players run their Smuggler's Run Event, they move onto their next event, which is the Doomsday Heist. The Doomsday Heist is an event in late 2017 where the players perform not one but multiple heists. In this event, there are multiple setups needed to complete these heists, which can be difficult and may require multiple players. Additionally, the area is taken back by the original army and government with powers from 2013 lost for now, making a challenge.

Two players, disguised as paramedics, have to get into the stolen Ambulance and drive to the LS County Coroner Office to get the memory stick from the dead agent. They need to search the bodies from the cold storage to find it. The team have to then pass through the FIB security forces to download the data from a laptop of the coroner's office, having to expose their coverings and triggering a wanted level. The team has to leave the building and fight against the FIB and the arriving LSPD forces while waiting for the arrival of the recovery team.

Two players for recovery have to go to the city in order to recover the agent's stolen black Savage, which is piloted by an enemy. The group has to follow it to where the enemy is supposed to arrive, traveling across the city to reach El Burro Heights. The helicopter may pick up one of the three possible locations in the area.

With the location discovered, the recovery team has to retrieve the intel from the enemies by taking them out, then getting into the helicopter and flying to LS Coroners for extraction of the paramedic team.

With both teams together, the crew has to lose the cops and get back to the drop off with the memory stick and the helicopter to complete the mission setup.

The crew is instructed to go to a parking lot in La Mesa, where the Deluxos are ready for use. Lester informs them that there are four separated caches of data, each remotely operated by

## Gener Guzman

a central hub, and that they need to exploit their weakness by staying close with the car and using the SecuroServ Hacking app from the phone, then destroying the vehicle when the hack is completed. This is the second setup mission for the first heist.

The first objective is a group of four black Stockades roaming around the city, each one with an enemy on the back for defense. Players have to be careful not to destroy the vans until the hack is completed.

The second objective is a group of four black Police Predators navigating around the sea and waterways of the map, again with a passenger in the cabin for defense. The crew has to use hover mode to reach the target, complete the hack, and then destroy the vehicles.

The third and final objective is a black/white Cargo Plane in Los Santos International Airport, which is ready to take off. The crew has to use the hover mode to fly close to the plane to continue with the hack. In the middle of the process, three Valkyrie MOD.0's will arrive to take out the crew's vehicles, so they need to destroy them to defend the player who is hacking the plane. Once the plane is hacked, Avon informs them that the data is fully downloaded, while Lester orders the crew to destroy the plane and deliver the Deluxos back to the drop-off point; a parking building on Little Seoul.

The crew is instructed to get into the Akula stealth helicopter and go to the NOOSE Government Facility. The pilot needs to land the vehicle on the roof and the team then gets out to proceed with the mission.

The first part is to pass through the security guards and the cameras to get in there without alerting anyone. Once the crew reach the rear parking lot, they have to take cover and wait for the head of security, who is seen exiting the building with a security guard. The crew



## Grand Theft Auto Online

proceeds to eliminate both targets and search the head of security's corpse for the access code. After finding it, the crew moves to the rear entrance while taking out more security enemies.

With the crew inside the facility and once down the server farm, the second part of the mission is to take out anyone in there while searching for the four servers marked on the map. The player will have to access the server to complete a "guess-type" minigame, where one has to connect one of the four nodes from the left and connect it to the empty nodes on the right in four minutes. Once all nodes are connected, those that are correct will remain in place, while incorrect ones will reset, having to connect again in a different one until it is correct. Whenever a hack fails, an indicator on the corner of the screen denotes it with a red flashing light, with a maximum of four attempts before the minigame fails, thus having to start again.

With the server's nodes connected and all the servers verified, the alarm is triggered and security guards and NOOSE agents will start to arrive at the HQ, so the crew has to fight their way back to the elevator. More NOOSE units will be outside the HQ, so the crew has to take out everyone, including Police Mavericks and oncoming Sheriff officers, to climb to the roof and reach their stealth helicopter. With everyone in it, the pilot can leave the building and evade the oncoming police helicopters from the area until they are safe to deliver the vehicle at Sandy Shores. Once the crew reaches the Sandy Shores Airfield, the mission is completed.

The crew reunites for the heist with Lester and Avon, where the latter states that Clifford has analyzed the data. Avon then calls Agent 14, where he complains that Avon should have returned to civilian life, which Avon replies it was "a setup". Even though Avon is convinced of his conspiracy of an imminent war, Agent 14 is not interested in hearing his story and that he is late for a departmental potluck, leaving the call.

## Gener Guzman

Avon later suspects the potluck and that the data clearly states it is happening right now. He states that "the department is out sharing meatloaf and potato salad, so their base can be permanently shut down", to which Lester responds that given the circumstances, nobody is going to believe it, so they have to do something. Everyone leaves the planning room and the crew is ready to start the heist finale.

The crew are instructed to go to the IAA base on the Satellite Relay Station to stop whatever is attacking the facility. Once the team is there, several Merryweather Security agents, along with Mesa SUVs and Brickade trucks, are seen around the entrance, which the crew have to take out to get into the base.

Once down there, the crew have to move all the way through the IAA base while taking out more enemies, spotted on multiple places. The crew have to reach to the lowest level of the base where the enemies are attempting to hack the servers. Once the crew have cleared out the area, they must return to the war room, eliminate the enemies and take control of the base turrets.

Enemies may arrive at the base from multiple directions, in more Mesa SUVs and Buzzard Attack Choppers. The crew can use the machine gun and the fast-firing cannon from the turret to eliminate them. With enough defense, the threat level is decreased and enemies will try to flee from the area, which the crew can optionally kill. With the enemies taken out, the crew leaves the gun turrets and the mission ends.

From the same entrance to the War Room, Agent 14 and Phoenicia Rackman show up with a Carbine Rifle Mk II and a Pistol, respectively. However, Agent 14 says he knows the group and everything is fine, while Phoenicia calls on the phone to an unknown employee to lock down the facility, asking where "that buffoon" was, "the one who caused the assault by the

## Grand Theft Auto Online

museum," presumably referring to Agent ULP and The Wrap Up. Suddenly, Avon shows up and tells everyone they should have listened to him. He later logs onto Clifford to get information about who is responsible for the attacks, which Rackman suspects of the Russians. Avon states that it is "some Russians" and that the information leads to a Russian agitator, hitman and warmonger identified as Bogdan. Agent 14 does not believe that, but Avon specifies that the data footprint tracks back to him.

With the meeting finished, Avon says he will be in touch with the crew and gets in his blue Cyclone, ending the cutscene and the act is completed for the event.

The crew are instructed to go to LSIA to find the Avenger tilt-rotor aircraft, which is stored in one of the hangars controlled by Merryweather Security. Lester explains that it is one of the essential vehicles for the operation of the enemy submarine.

Upon entering the facility, the Avenger is in the middle of the floor, between two static aircraft. However, when the crew approaches the vehicle, the power suddenly goes off, and Avon warns the crew it is an ambush. They have to now make use of Night Vision and their weapons, while Lester informs them that there are two backup generators up on the gantries. The crew have to fight against Merryweather operatives from the floor and from the upper passageways to get into the generators. By the way, this is the first setup of the next heist of the event.

With the enemies killed and the power restored, the crew can take the aircraft to leave the hangar. Lester warns that Merryweather will track them by radar and send Buzzard Attack Choppers to bring the vehicle down, so the pilot has to stay low and the gunners have to provide defense against any enemy aircraft. After traveling for a certain distance, Lester informs the crew that the crew are clear and that Merryweather are no longer tracking them, so they can bring it to

a beach near Paleto Bay to complete the mission. Once the mission is complete, the players can be free and enter freemode. Some of them rest while the others are awake at different times.

Lester informs that the Agent ULP is kidnapped on the Grand Banks Steel Foundry and the crew has to bring him out of there. The crew is splitted into two teams: the Ground Team, which they have to go to find the agent and the Lookout Team, which have to provide assistance in a vantage point. Once everyone is at the location, they have to kill the guards outside and initiate the operation.

The Ground Team has to get into the foundry and find the agent, which Lester informs that he is in a small room. The players have to fight through the building to get into the stairs, then to the upper level. Once the team is in there, the Agent ULP will be inside, who is held at gunpoint by one of the agents, so one needs to be careful aiming to free him. Once the Agent ULP is rescued, the team has to clear their path to retrieve the agent alive.

The Lookout Team has to climb on a water tower near the foundry and provide assistance to the Ground Team. Enemy agents will arrive from outside in Nightshark armored SUVs and Buzzard Attack Choppers in an attempt to disrupt the ground team. The players have to keep them out of the foundry to keep the ground team in their mission and when they have to bring the ULP agent out of there.

Once everyone is out of the foundry, the entire team has to bring him to a drop off point by taking either the Insurgent Pick-Up from the parking lot, one of the Nightsharks or any of their Personal Vehicles and getting out of the facility. More enemies will pursue in Night Sharks and Buzzard Attack Choppers may spawn around the highway, in an attempt to take out the agent and the crew. Being closer to the location, Avon informs that Clifford decoded the Russian

## Grand Theft Auto Online

communications, so they won't chase the team much longer, until they eventually lose them. With the ULP agent delivered to the McKenzie Field Hangar, the mission is completed.

The crew has to bring the RCV to the marked locations, where Lester informs that Avon's company's hard drives were stolen by the Russian agents and are being burned inside Speedo vans. The crew splits into two teams: the Operators; which are mainly tasked to operate the RCV and the water cannons to clear their path and put out the fires and the Salvage; which are tasked to retrieve the hard drives and provide protection against the agents.

The first location is in Stoner Cement Works, which is lightly guarded and has two Nightshark armored SUVs for roadblock. There are two hard drives to retrieve. As the first hard drives are salvaged, the agents will start to pursue Night Sharks.

The second location is at the Mirror Park Rail Yard in La Mesa, which is slightly more guarded than the first location and again there are Nightsharks for roadblocks. There are three hard drives to retrieve. More enemies will arrive in an Insurgent when salvaging the hard drives from the entrance of the building.

The third location is a small car scrapyard in Cypress Flats, which is heavily guarded but there are no Nightsharks as roadblocks. There are four hard drives to retrieve. Upon retrieving all of them, enemies will use a Buzzard Attack Chopper on the way to the fourth location.

The fourth and final location is in Elysian Island, which is the heaviest roadblock to pass through, with several enemies, a Nightshark and an Insurgent. There are five hard drives to retrieve. Another Insurgent with agents will arrive upon salvaging the hard drives further from the entrance. Once all the hard drives are retrieved, the team has to leave the zone and go to the drop off point in La Puerta, completing the mission.

## Gener Guzman

The crew is instructed by Lester to get into their Strombergs and start the recon mission on the Russian submarine, but before that, they have another objective to do. The crew splits into two teams: the Paleto Bay team and the Paleto Cove team.

The first part for both teams is to move to North Chumash and take the sub's resupply convoy, consisting of four Brickade trucks, two Insurgent Pick-Up armed trucks and three Buzzard Attack Choppers.

Once the convoy is destroyed, the crew heads to Paleto Bay while avoiding enemies in Nightshark SUVs, but Lester informs he detected a network of sea mines around the vessel. Here, the team splits into two areas:

The Paleto Bay team heads to the beach in Paleto Bay, gets in the ocean with their Strombergs and destroys ten mines with the torpedoes. Once all mines are destroyed, they are then instructed by Avon to scan the wreckage of a spy plane they lost the other day, so they can determine which weapon they used. A red scanning projection comes from the front end of the Strombergs to indicate it is scanning. The team scans three different points of the wreckage.

The Paleto Bay team heads to the beach in Paleto Cove, gets in the ocean with their Strombergs and destroys ten mines with the torpedoes. Lester informs that he sent an acoustic signal to the submarine so they should not be detected on their screens. Once all mines are destroyed, they are then instructed by Lester to scan the submarine. Again, a red scanning projection comes from the front end of the Strombergs to indicate it is scanning. The team scans three different points of the submarine.

Once the scanning is done, Lester warns that the submarine is producing a counter signal, so the team has to leave the submarine as quickly as possible.

## Grand Theft Auto Online

Once both teams gather the necessary data, the crew gets on land and delivers the Strombergs to the drop-off point in the parking lot of the Paleto Bay Ammu-Nation to complete the mission. This is the last setup, and the second heist finale is ready to go.

After collecting the necessary data and the corresponding vehicles, the crew is ready to get into the submarine and eliminate Bogdan.

The crew splits into two teams: Submarine Team, which uses the Stromberg submersible car and the Air Support team, which assists them in the Avenger tilt-rotor aircraft.

The Air Support have to get into the Avenger and fly above the location of the submarine. The gunners must stay alert for any enemy Buzzard Attack Chopper once the submarine team gets into the vessel. At times, FH-1 Hunter and Savage attack choppers may also spawn.

The Submarine Team has to get into the Stromberg and move to the submarine's aft access hatch to get inside. They have to find the contact who is in the brig, while fighting off the enemy agents. Through the radio, the vessel commander, Bogdan, reveals himself, warning that they are making a terrible mistake and that they are a rogue unit operating outside State sanction, claiming they are "fighting for humanity".

Once the team finds him, they have to make him talk to get the information, which he tells the network runs through a point on the center console of the bridge (main control room). Avon orders the team to document everything with the Mobile Phone and then plug Clifford into the console.

After plugging Clifford into the console, a cutscene is triggered for the Submarine Team, where Bogdan shows up demanding a minute to speak about his intentions, even while being held at gunpoint by the crew and Lester ordering them to kill him. Bogdan explains that he is

## Gener Guzman

here to help solve "the real problem", accusing the crew of doing dirty work for Avon and his AI, wanting to kill each other to "play god". Suddenly, Avon speaks through the radio, which reveals his true intentions and betrays everyone, while Clifford activates a self-destruct sequence on the submarine, forcing Bogdan and the crew to leave the submarine before it explodes.

The Air Support team only hears the conversation through the radio, while still defending the area from enemy aircraft.

Back to control, the submarine team has to leave the sub while the Air Support team needs to pick them up, as the Stromberg went down with the submarine. A lot of mercenaries in Dubsta 6x6 SUVs will appear on the nearest beach and Valkyrie MOD.0 gunships, forcing the Air Support team to get rid of them. Lester, utterly angered, figures out the Russians were after the AI and that he is worried how Avon got such a large army. He is more worried that Clifford got the IAA's network, stating he will do a lot with it. On the mission, more Buzzard Attack Choppers will arrive to take out the Avenger, but the team manages to escape. The crew have to fly to the airport and land on Devin Weston's hangar to complete the mission.

After the crew leaves the Avenger, Lester arrives at the hangar, still irritated by the situation, admitting he hated successful people and that the person who he just wanted to be nice ended up with him wanting to destroy humanity. Agent 14 and Phoenicia Rackman shows up, with Agent 14 angered by having his career ruined, but Rackman says that the planet will be in ruins if they do not do something, alleging full authority. Lester asks if they can get paid with an excuse of pension contributions, which Rackman replies promising "significant ones". After the conversation ends, Lester says to the crew that "between them they are completely fucked" and that makes him angry again. He then tells them that they have to meet at the facility for a plan,



## Grand Theft Auto Online

before getting into his Asea, ending the cutscene and finishing Act 2. The players celebrate the victory of the heist and are rewarded lots of money for more content to come.

The crew is instructed by Lester (under orders of Phoenicia Rackman) to go to the Pacific Allied Shipyard, where they are assigned to make a deal with Merryweather Security to rescue Agent 14. He states that they are going to sell him to Avon Hertz. The crew are provided with high-tech vision goggles, as the place is dark.

Suddenly, halfway to the destination, Lester warns the crew that the deal went wrong and they have to go in offensively, while Rackman instructs them to get Agent 14 out of there. Lester manages to get a scan of the place from old camera registrations so the enemies are marked.

Once the crew reaches the destination, they have to take out all Merryweather mercenaries from outside. Rackman says Agent 14 is on the other side of the dry dock, which is heavily protected by more mercenaries. Once all enemies are killed, the crew proceeds to find Agent 14, who is hiding behind a container. Lester warns that there is strange activity to the north, while he also states that their goggles now have new functionality.

Clifford's Juggernauts before going invisible. Three Juggernauts appear. They become invisible, and the players must kill them.

After taking out all the juggernauts, the crew now has to fight against more of Avon's goons, which arrive on Mavericks, Buzzard Attack Choppers and Dubsta 6x6s, to clear Agent 14's path to the extraction point on the other side of the area. The pilots sent to rescue the agent manage to arrive undetected on Akulas, but the point was heavily surrounded by more enemies and two juggernauts. As the crew reaches the vehicles, two more Juggernauts attack from the other side and Rackman instructs them to take them out before getting into the vehicles.

## Gener Guzman

The crew now has to retrieve Agent 14 and deliver him to the drop off point, in the Grand Senora Desert, while avoiding the enemy radar by flying at low altitude. On the way, Agent 14 comments on how he was kidnapped, stating he was drugged and put into an "upright spinner bag". He also admits that he should not have posted running times on social media. He also seems to have lost the notion of time, as he asks if Avon is president or Clifford is powering the Internet. Once everyone arrives at the destination, the setup is completed.

The crew is instructed to go to a construction yard in Paleto Bay, where the Chernobog ballistic missile launcher is guarded by the agents under Phoenicia Rackman orders (or in case of more than two players, one or two Ramp Buggies to defend the vehicle). She then receives a call from Agent ULP, where he informs that two agents were taken down and got the Havok helicopter to initiate the escape procedure.

However, as the crew reaches the destination, the yard is heavily surrounded by Clifford Mercenaries and various Dubsta 6x6 pickup trucks, and Lester Crest says they were monitoring their channels to know what was going on. The crew have to eliminate all enemies before taking the truck (and the optional buggies).

Once the team takes the truck, they have to move to a landing site where Agent ULP's chopper is, but they have to sort incoming mercenaries on Dubsta 6x6s. As they reach the marked site, Agent ULP is now ready to take off, but the crew is warned that various Valkyrie helicopters are trying to take him down.

The crew now has to follow Agent ULP and protect him from the oncoming Valkyries and more Dubsta 6x6s, with a few roadblocks to their mission. The players on the truck have to coordinate to move the truck and shoot down the helicopters with the missile launchers (since the

## Grand Theft Auto Online

truck cannot perform both actions at the same time), while the players on the buggies have to clear the truck's path and to keep the mercenaries away from the truck if it is surrounded.

The operation last for around the Grand Senora Desert, where eventually, Agent ULP informs that the mercenaries are retreating back, based on what he hears on their radio. From there, helicopters are no longer chasing Agent ULP and start retreating, while ground troops are not seen anywhere, only the remaining trucks still chasing the Chernobog.

After that, now the crew has to wait for the agent to reach the safehouse located in the cul-de-sac, which is the same where Agent 14 is sent in the previous setup. After that, the mission is completed.

The crew is instructed to go to Galileo Observatory, where Lester informs them that the Barrage weaponized ATV is being transported by a Cargobob heavy-lift chopper and is protected by several Valkyries. The intel retrieved from before indicates that the convoy will fly from over the city, so the observatory will be the ambush point. Lester expects heavy firepower to bring these down, so the crew is provided with Heavy Sniper Mk IIs equipped with Explosive Ammo. When the convoy is passing over the observatory, the crew must destroy the aerial escort and take down the Cargobob so the Barrage falls to the ground and is able to be taken.

With the vehicle collected, the driver is instructed by Lester and Bogdan to go to Sandy Shores Airfield, while the defenders must provide defense against oncoming Clifford Mercenaries in Dubsta 6x6's, by using the Barrage's mounted turrets. The crew is informed that Avon's army is using the airfield as the supply area for their operations, so the crew must destroy everything. An RM-10 Bombushka plane must be destroyed before it takes off, along with an Armored Boxville and several Dubsta 6x6's. A Valkyrie also has to be destroyed before leaving.

## Gener Guzman

With the airfield clear, the crew is instructed to leave the area and bring the vehicle to a drop-off location in Grapeseed, while avoiding more enemy reinforcements and roadblocks. With the vehicle delivered, the mission is completed.

The crew is instructed to go to Thomson Scrapyard, where Lester informs them that the intel from the laptop indicates the tank is there. The crew then moves over there and are tasked to destroy the equipment inside a small warehouse, consisting of two Anti-Aircraft Trailers and an Insurgent Pick-Up. Then, they are tasked to steal the tank, which is guarded by several enemies taking cover from the wreckage and small barriers within the area.

Once all enemies are taken out, the crew can take the tank and bring it to the drop-off point. However, Avon's mercenaries will begin to chase the crew in Dubsta 6x6s, Insurgent Pick-Ups, and FH-1 Hunters, so the crew must defend themselves with the Khanjali's weaponry. Eventually, when closer to the drop-off point near Fort Zancudo, Lester scrambles Clifford's communication systems, causing the pursuers to retreat. With the pursuers gone, the team delivers the tank to the hands of several IAA agents waiting nearby with a Cargobob, completing the setup. There is still one more setup to go before the final heist.

The crew is instructed to go to Sandy Shores Airfield. During the trip, Phoenicia Rackman informs of the situation about Avon Hertz preparing for war and that the government wants to stop it before it gets too heavy. Bogdan then briefs to the crew that the Russian Intelligence are aware of SAM sites around Mount Chiliad. Rackman also informs that they secured a Volatol bomber plane to destroy these emplacements.

Once the crew arrives at the airfield and gets in the plane, Lester informs that the plane has full payload capacity with carpet bombs, two remote turrets, stealth tech and ghost frequen-

## Grand Theft Auto Online

cy, so they won't have to worry about the SAM sites directly targeting the plane, but may have to lookout for anything airborne.

The crew then heads to Mount Chiliad to destroy the 12 turrets located around the site. They have to be careful of oncoming Buzzard Attack Choppers and, after destroying half of the sites, two V-65 Molotoks. Once all turrets are destroyed, the crew is instructed to bring the plane back to the airfield, thus completing the final setup, so the final heist is ready.

The crew is instructed to go to a lot in Grapeseed to pick either the Barrage ATV or the TM-02 Khanjali tank. Lester will tell the crew that the vehicle not used by them will be sold for an additional profit for the crew member who set up the operation.

With the vehicle picked, the crew is ready to go to Mount Chiliad's secret entrance in the tunnel. Once close to it, Lester manages to hack the secret entrance door behind a set of electrical boxes so the crew has an opportunity to get in there.

Once inside, the crew is instructed to go to the end of the tunnel while dealing with Avon's army, who will try to stop the crew with barricades consisting of barrels and Mesas, as well as Insurgent Pick-Ups. Once the crew reaches the end of the tunnel, the crew clears the site from four Juggernauts armed with Miniguns. However, the vehicle is unable to pass through the tall barriers, forcing the crew to fight on foot. Phoenicia Rackman and Agent 14 instructs the crew to destroy five Avon's supply boxes while clearing up the loading bay from more Avon's mercenaries. Eventually, Clifford shows up, knowing that they would come to stop them and taunting the crew while they fight off against more mercenaries and a Juggernaut. As the crew manages to destroy the supplies, they are instructed to go to the blast doors, but suddenly, through Avon and Clifford's conversation, Clifford activates the launch protocol for the missile.

## Gener Guzman

Outside the blast doors, a cutscene plays where the crew is unable to open them, with Clifford taunting them for this. Lester, however, tricks him by saying he has not hacked the door since he never opened it in the first place, and that he should prove it, after which Clifford proceeds to open the door, allowing the players to progress.

Inside the control room, the crew is instructed to hack the four consoles on the second floor while fighting off endless waves of enemies, all within the ten-hour limit before the missile is launched. The player will be then set into a hacking "minigame" where they have to move a set of panels to guide a beam and burst Pockets (blue nodes) while avoiding the Firewalls (red nodes) within a five-minute limit. If the player successfully manages to burst the blue nodes, the minigame is completed and they have to repeat the process for all of them.

Once the four terminal consoles are hacked, the launch protocol is shut down, but the crew must continue with the next objective. After taking out all of Avon's goons, the crew head to the Orbital Cannon controls upstairs to destroy the four mobile cloud servers around the state, being Brickade trucks. Each crew member can use their own terminal. Destroying a truck severely affects Clifford's functionality to the point that it "dies" once all four trucks are destroyed. Avon, however, claims that he will bring it back with the original code he still has. Rackman instructs the crew to go to the silo to stop Avon, again while fighting off more mercenaries on the way. The player goes after Avon Hertz.

Once the crew arrives, a cutscene plays where Avon takes a Thruster and escapes through the launch chamber. The crew fails to stop him with their Pistols and Lester orders them to take the other Thrusters and chase him. As the cutscene ends, the crew is instructed to chase and kill Avon while taking care of enemies in Buzzard Attack Choppers and Akulas. The crew then

## Grand Theft Auto Online

manages to take out the defense group and ultimately kill Avon. Once the task is done, Agent 14 instructs the crew to regroup at the Galileo Observatory, after which the mission is completed.

After delivering the vehicles, a cutscene plays where Mrs. Rackman will thank the team for their efforts, awarding them with a large sum of money before leaving with Agent 14. Lester then thanks the team as well before parting ways, with the crew members also celebrating.

The player is done with the Doomsday Heist and now is introduced to another event that is supposed to happen after regular work hours. This is known as the After Hours event.

Business Battles consist of players competing to steal different types of cargo to use for their Nightclub Warehouse. Business Battles appear to replace and play out in a similar structure to both Dead Drop and Moving Target, both removed in the After Hours update. This event is triggered every 15 minutes and will trigger in GTA Online sessions containing at least three players not doing other Freemode Events at the moment of triggering. Each battle has a time limit.

There are various types of Business Battles that involve reaching, stealing and delivering different types of Nightclub Warehouse Goods, varying from Cargo, Weapons and Product (Cocaine, Meth, Weed, Fake Cash and Forged Docs), and occasionally special Event Cargo.

Unlike Buy Special Cargo, Resupply, Steal Vehicle, Steal Supplies, Steal Cargo and Heist Prep missions, going Off the Radar will hide the goods from other players.

After completing the initial setup of the player's club, access is provided to the management computers in the office and warehouse levels.

In order to increase and maintain the popularity of the nightclub, the player must undergo regular club management. Unlike most other business activities, the player can perform the Promote Club activities in any session type, they are not restricted to public lobbies only.

## Gener Guzman

Players can select the Promote Club option from the computer and get jobs from either Tony Prince or Lazlow Jones but they can also receive a series of club promotion missions by phone call from English Dave while not in the club. The former two give a 25% increase in popularity on completion.

Missions vary greatly in difficulty but are randomly issued. Some feature opposition from other gangs, while others involve celebrities not previously seen in the time before.

Locations in some missions may be relative to the location of the player's club, while others will be the same regardless of the club's location.

There is a mandatory two hours and thirty minute cool down between completion of one Promote Club job and being able to start another.

The players must travel to the Big House Storage Inc. warehouse, located on Autopia Parkway in LSIA. Once there, they need to enter the warehouse and destroy 10 vehicles, four Pariahs and six Entity XXRs; Jerry Cans are provided if the players do not wish to waste.

Once these vehicles are destroyed, the players need to make their way to the basement and destroy a Ruiner 2000, an Armored Boxville, a Phantom Wedge, and a Wastelander. Once all special vehicles are destroyed, the players are tasked with exiting the warehouse, where they will need to defend themselves from incoming enemies, which will arrive in Pariahs.

When almost all enemies have been eliminated, the players need to leave the area, after which the mission will be completed

The players must travel to the car park of the Maze Bank Arena in La Puerta, where they must each steal an Apocalypse Sasquatch – the number of these will be the same as the number of players. This is because of the requirements to complete the mission.



## Grand Theft Auto Online

Once the monster trucks are obtained, the players must destroy various vehicles – two Jester Classics driving around the city, nine Dilettantes parked in the car park at LSIA, and seven Primo Customs located at the Benny's Original Motor Works garage in Strawberry; six of these are parked outside, while another one is inside the garage – as there is no way to destroy this one with the provided Sasquatches, there is a Jerry Can located nearby if the players wish to destroy this vehicle without wasting explosives. The players can destroy these by running over them with the truck, but they are not obliged to do so and can destroy them using other means, as well.

After all 18 initial vehicles are destroyed, Simeon will instruct the players to destroy more vehicles. These include a Deviant, Tulip, and Flash GT, all driving around the city, and seven Schafter V12s parked near the Vinewood Garage in West Vinewood – six in the car park and one around the back of the building; there is also a Jerry Can here, which the players can use to destroy this Schafter, as there is no way to reach it with the monster trucks.

Once all vehicles are destroyed, the players have to deliver the Sasquatches to Simeon's Delivery Garage in Terminal. After all the Sasquatches are delivered, the mission is done.

Simeon informs the players about some vehicles that have been impounded by the police and are parked in the impound lot in La Mesa, waiting to be auctioned off.

The players must travel to the La Mesa Police Station, located on Popular Street in La Mesa. They are tasked with stealing either two or four vehicles, depending on the number of players. If there are more than two players, a Cheetah Classic and Torero will also need to be stolen alongside the usual Infernus Classic and Turismo Classic.

Once the players enter the impound lot, they will receive a three-star wanted level and will need to fight their way through a large amount of police officers to get to the vehicles.

## Gener Guzman

When a vehicle is stolen, the player will need to lose their wanted level and deliver the car to Simeon's Delivery Garage in Terminal. Once all vehicles are delivered, the mission ends.

At the start of the mission, the players have to acquire a Cargobob helicopter. If they don't own one or can't find one themselves, Simeon will tell them there are two in Backlot City that can be stolen. Care must be taken when stealing these, as the players will receive a one-star wanted level and as there are security guards present, which will shoot at the players.

There are also two Cargobobs at LSIA, near the easternmost entrance, one at Pier 400 in Elysian Island, one on the helipad atop the Central Los Santos Medical Center in Davis, one at the Vespucci Helipad in Puerto Del Sol, one atop the Weazel News Building in Little Seoul, one on the helipad atop the building just east of the Arcadius Business Center in Pillbox Hill, one atop the NOOSE Headquarters in Palomino Highlands, one at the Sandy Shores Airfield, one at McKenzie Field, and three in Fort Zancudo.

After the players acquire one or more Cargobobs, they are tasked with stealing four vehicles and delivering them to the top of a multi storey car park in Pillbox Hill. The vehicles are marked A, B, C, and D on the map. The vehicles do not have to be flown all the way to the car park and can also be driven there; once they are airlifted out of the various driveways, it does not matter how they are delivered.

Car A is either an XA-21 or an SC1. The XA-21 is located in the garage of a house on Sam Austin Drive, Richman. It must be driven out of the garage before it can be airlifted. The SC1 is parked in the driveway of a mansion on Americano Way, Richman. As it is right next to the tall mansion, it is dangerous to try to pick it up and it should instead be moved to a more suitable location before being airlifted.

## Grand Theft Auto Online

Car B is either an SC1 or 190z. The SC1 is located in the driveway of a house on Ace Jones Drive, Vinewood Hills. The 190z is also parked in Richman, in the driveway of a house just one street south of Ace Jones Drive. While it is possible to attach both car immediately, it is recommended that the vehicle is moved to a more appropriate location on the driveway before being airlifted.

Car C is either a 190z or XA-21. The 190z is located in the driveway of a house on Mad Wayne Thunder Drive, Rockford Hills. It can be airlifted immediately, but the players can choose to move it to a more open location if they wish, as the area is surrounded by trees. The XA-21 is located in the driveway of a house to the east of Greenwich Place, Richman.

Car D is always an SC1, but there are two possible locations. One is in the driveway of a house in Lake Vinewood Estates, Vinewood Hills. It must be driven from under a garage before it can be airlifted. The second location is in the driveway of a house on Hillcrest Avenue, Vinewood Hills. It is possible to airlift the vehicle immediately.

Once all cars are delivered to the multi storey car park, the mission will be completed.

The players have to steal either two, three, or four cars, depending on the number of players. These vehicles are labeled A, B, C, and D on the map and they need to be delivered to a ship docked in Terminal. Cars C and D only appear if there are three or four players.

Car A (a Sentinel Classic) has two possible locations, both in alleyways in Chamberlain Hills. It is guarded by several gang members, so players have to find a way around them.

Car B (an Ellie) is located between some buildings on Palomino Avenue, Little Seoul. It is guarded by five gang members. This means the players have to kill the gang members in order to steal the vehicle. This is the second time to kill with the first being for stealing Car A.

## Gener Guzman

Car C (a Swinger) has two possible locations. It is either parked in an alleyway in Rockford Hills, between Portola Drive and Eastbourne Way, or on Portola Drive.

Car D (an Elegy Retro Custom) also has two possible locations. It is either parked in an underground car park in Pillbox Hill, accessed from either Las Lagunas Boulevard or Alta Street, or in a car park on Alta Street, Pillbox Hill. It is not guarded and can easily be stolen.

Once all two or four initial vehicles are delivered to the docks, Simeon will instruct the players to steal another batch of two or four cars. Again, cars C and D only appear when there are three or four players, respectively. If there are two or more players, all the vehicles will be watched by law enforcement; the players will receive a three-star wanted level.

Car A (an Ellie) is located atop a multi storey car park in Del Perro.

Car B (a Swinger) is parked inside an impound garage at the Mission Row Police Station, Mission Row, as it has been seized by law enforcement.

Car C (An Elegy Retro Custom) has two possible locations, both in Vespucci Canals. It is located either on Invention Court or Prosperity Street.

Car D (A Sentinel Classic) is parked in a car park on Carcer Way, Burton, under the Rockford Plaza shopping centre.

Once all four vehicles are delivered to the docks, the mission will be completed.

Simeon informs the players of an MTL Brickade RV that went missing and then appeared at a dealership in Harmony.

Players are tasked with going to the dealership to steal the vehicle. Once there, they will need to kill the enemies and then clear a path for the Brickade located in the back, as there are numerous other vehicles, such as Journeys and Campers, parked in front, blocking it.

## Grand Theft Auto Online

After they remove the other vehicles, the players will need to steal the Brickade and deliver it to Simeon's Premium Deluxe Motorsport dealership in Pillbox Hill. During the drive to the destination, enemies will give chase; the players can either kill them or try to outrun them, however, more enemies will keep coming until the destination is reached.

Once the Brickade is delivered to the dealership, the mission will be completed.

The players must find a Fire Truck. These can be found at the Davis and El Burro Heights Fire Stations. Alternatively, the players can call Emergency Services to dispatch one.

After one or more Fire Trucks are acquired, the players must travel to Terminal, where they must extinguish car fires on a large amount of Tempestas and Toroses in under five minutes. The amount of vehicles depends on the number of players. Enemies will continuously attack the players until they complete their objective. There are also some friendlies located around the warehouse and one on a ship, which will try to defend the players.

After all the fires are extinguished, the players have to eliminate the remaining enemies, after which the mission will be completed.

The players must go to the Los Santos International Airport to steal anywhere from two to four target vehicles, depending on the number of players, that are stored in a Cargo Plane, which can be parked at two different locations at the airport. A Tyrant and Nero Custom always have to be stolen, alongside another Tyrant and another Nero Custom, appearing if there are more than two players, in that order.

Upon arriving at the airport, the players are given a choice to steal the vehicles stealthily or not. As there are many security guards present, it is recommended completing the mission using stealth. Should the players alert any guards or workers on their way to the vehicles, they will

be given a three-star wanted level. After the players obtain the vehicles, they need to lose their wanted level if they have one, and deliver the vehicles to Simeon's dealership in Pillbox Hill, after which the mission will be completed.

In July 2019, when the player enters the The Diamond Casino & Resort for the first time, they are greeted by Vincent, who tells them to feel free and come in to have a good time inside of the casino. However, as Vincent tells them that members get access to all the facilities of the resort, he is interrupted by Tom Connors, the Executive Director of Guest Services of the casino, who proceeds to take the player on a tour of the casino. During the tour, the player and Tom bump into the General Manager of the casino, Agatha Baker. After showing the player around the various games they can partake in the casino, Tom suggests to the player that they should buying a penthouse so that they can enjoy the full benefits of being a VIP member of the casino. Tom then concludes the tour and bids the player farewell, leaving them to explore the casino.

The player begins by buying a penthouse. Upon entering, they are greeted by Ms. Baker, congratulating the player on their purchase of a penthouse. Tom enters shortly afterwards, also congratulating the player for purchasing a penthouse. As Tom is about to pop open some champagne, he, the player, and Ms. Baker encounter Tao Cheng and his translator. Ms. Baker informs Tao of the player's purchase of a penthouse, much to Tao's delight, who then hugs the player. In the midst of the celebration however, Ms. Baker tells Tao that she's received another aggressive call from the Texans, most specifically, from Avery Duggan. She tells Tao that he vows to take over the casino, but due to his state of drunkenness, Tao takes his threat light-heartedly, and he exits the player's penthouse along with his translator. Ms. Baker then informs the player of their current situation with Avery, before her and Tom leave the player alone to

## Grand Theft Auto Online

explore their penthouse. Later on, the player receives both a text and a call from Ms. Baker, who seeks their help against Avery and his plans. The player can partake in missions that will help the casino executives fight back against Avery and his forces. The player can also do Casino Work missions for Ms. Baker by calling her and selecting the "Request Work" option.

Shortly after checking out the new casino, the players want to perform a heist there. The casino is just renovated and renamed after many years of construction and stalled upgrades.

The player needs to collect equipment to be used at the Arcade. Initially, the player is tasked with going to a semi-random location, such as the GoPostal Building, Post OP Depository or The Secure Unit. Once they arrive, it turns out the personnel have been killed, with no sight of the required equipment. Eventually, Lester starts locating the equipment and once he finds it, the player has to collect it by finding a Flatbed, killing the driver and driving the truck back to the business. Enemies will start to appear, attempting to take the player out, so one has to be careful.

This mission is the first preparation needed for the Diamond Casino Heist. The various points of interest the player photographs will determine the choice of entry/exit points, as well as other possibilities later in the preparation stage of the heist.

The player is tasked with going to the casino, where they first need to photograph the main entrance and send the image to Lester. At this point, they can choose to send an image of the valet as well, which acts as an optional objective.

Once the image of the main entrance is sent to Lester, they need to enter the casino. Lester will tell them to send him images of a security guard, a keypad, and a security camera. The quickest way to do this is to photograph the guard standing next to the cashier booth, and the keypad located behind him. There are many bulb-shaped security cameras located on the ceiling

of the main lobby. After all these images are sent to Lester, they are free to exit the casino. Now the casino is where the player temporarily lives because they want to spend time there.

The player can use the elevator near the entrance to go up to the roof terrace. If this is the first time they have done so, a cutscene plays and introduces Yung Ancestor.

After the cutscene, Lester remarks that Yung is clearly upset about the casino's services, and the celebrity should be crazy enough that he might be their ticket into the casino if Lester approaches him. This encounter unlocks the two optional Yung Ancestor missions, Dead Weight and After Party, which can be completed to have Yung help them with the heist.

Once outside, the player needs to take a photo of a rear security door. Two are situated on the ground floor; one on the east and one on the north side of the casino. There are two on the west side of the roof terrace, and another two on the part of the terrace overlooking the Vinewood Racetrack – older model security cameras are located here as well, an image of which can also be sent to Lester. Two additional entrances are located on the helipad. Once the player takes a photo of a ground level entry point, they are free to leave the area to end the mission, or they can continue looking for other points of interest.

There is a small tunnel next to the casino, under the racetrack. Here, the player can photograph the security tunnel entrance, which allows them to prepare for the Gruppe Sechs tactic of the Big Con approach. If the player enters the sewer tunnel, accessible from the Los Santos River, they will come across another possible access point, for the Aggressive approach.

If the player owns a Master Penthouse, they can access Agatha Baker's office, where they will find blueprints of the vault on her desk. Sending a photo of them to Lester allows the purchase of a vault door for \$900,000, which allows the player to practise drilling through.



## Grand Theft Auto Online

Once the mission is completed, the player does not need to do it again for any subsequent heists. However, if the player wishes to take photos of additional points of interest, they can repeat the mission as many times as they would like, even multiple times per heist. Lester will not give any instructions in later attempts and will only acknowledge the fact they are doing it again by saying it is not a bad idea to scope it out once more.

The Big Con approach is focused on the players using disguises to gain access to the basement of the Casino to steal the loot, then optionally using a new disguise to evade the enemies during the getaway or fighting their way out.

Unlike the other two approaches, each method requires a specific entry in order to maintain their cover. Failing to keep the disguise will alert the guards, therefore switching to an aggressive method.

All weapon loadouts have the Ceramic Pistol as the secondary weapon, provided to pass through metal detectors with no problem.

To select this entry option, the heist leader first has to complete the "Bugstar Gear Part 1 & Part 2" prep missions. The crew disguises as Bugstars employees and heads to the casino in a Bugstars Burrito and equipped with 10 Tear Gas cans. Security guards will indicate that Agatha Baker's office is infested, so the crew heads over there. Once they reach the office, one player must hack a level 3 security panel to get access to the elevator, requiring them to complete four fingerprint hacking minigames to access it. Once there, they have to sneak through the keypads by evading or knocking out the guards.

Once the players get to the vault, they need to drill the door locks to open the vault door and get the loot before a failsafe is triggered, activating the nerve agent. If undetected, players

## Gener Guzman

have more time inside the vault, but they have to sort out level three security locks to open the doors. If detected, the players have less time to get the loot.

Unique to the Gruppe Sechs disguise approach, if the crew manages to get to the vault without blowing their cover, the vault guard will be present. He will proceed to open the vault, then he gets knocked out by one of the crew members.

After exiting the vault, the crew has to get outside the casino by avoiding the guards, which were alerted by the robbery. Lester warns the crew that the police were also alerted.

The crew has the option to exit the casino via one of the five entry points from the other two approaches. Note that by choosing the roof terrace or helipad exit point, players will require Parachutes, which can be found at these locations.

If remained undetected, the crew can go to the laundry room to get either the NOOSE uniform (if the NOOSE Gear prep is completed), the firefighter uniform (if the Firefighter Gear prep is completed) or the "High Roller" set (if the 54 Playing Cards have been collected). This allows the crew to get to the exit without drawing attention from the guards. This room also serves as the location of the main weapon, depending on the weapon loadout.

Once outside, the area is surrounded by LSPD and NOOSE officers, so the crew has to avoid them to make their way to the getaway vehicles and lose the wanted level. If the crew fails to remain undetected, they have to fight against them instead. After losing the cops, the crew can safely drive to the buyer's location to complete the heist and earn the reward.

# Chapter 6

In summer 2020, the player is called by Brendan Darcy, who has jobs including the Yacht. The protagonist is facing off against the Kkangpae like for example, destroying their boats as revenge in order of Darcy saying they were part of the Puerto Del Sol Yacht Club. In the fourth mission, Brendan Darcy and the barkeeper from the Yacht are kidnapped by the Kkangpae and the player saves them. Before the last mission, the player's yacht's engine and generators have all gone down and it is attacked by the Kkangpae. After successfully defending the Yacht, the protagonist takes revenge by attacking their Yacht and killing their boss who was about to fly away and escape with his Maverick. After killing the rest of his henchmen, Brendan Darcy told the player that a bounty was on the boss head and that they should collect it.

The protagonist is also called by Solomon Richards who claims that he was robbed and needs help to get his famous collection of movie props back. After the player collected all ten of them and brought them back to Richards' office he rewarded him with cash and an alien outfit.

Later in November, the player is contacted by Tom Connors via text message where he is apologizing for the noises saying that the casino is under construction. (Mission details if time).

A week after that, a corpse and a briefcase are found near the southwest coast of Los Santos at a random location ranging from Vespucci Beach to Los Santos International Airport.

The Gather Intel mission is a freemode mission that begins the Cayo Perico Heist, and focuses on scoping out the island for heist by locating a key target, several optional loot items, and important points of interest. To do so, players must visit the island undercover - their first playthrough sees them acting as the tour manager for a prominent DJ who is set to provide music

for a beach party, while subsequent playthroughs see players visit the island while disguised as one of its regular drug smugglers.

The mission may be completed entirely solo, and during Invite Only, Friend, and Solo sessions. The mission allows for full exploration of most of the island, though prohibiting players from conducting outright conflict, instead using stealth to avoid detection by guards and security cameras while seeking out important intel and any potential opportunities for the heist. Like the Diamond Casino Heist, the mission is repeatable after the initial run, allowing players to return and scope out any additional points of interest or targets that they missed.

Prep missions are freemode missions that may be completed at any time through Kosatka's planning screen. These tasks consist of acquiring and preparing equipment necessary for the heist, such as approach vehicles, weapons, and tools. Optional prep missions provide players with the opportunity to sabotage the guards before the heist and make the heist significantly easier, though these may only be done once. Players also have the option to steal the equipment from rival Organizations and Motorcycle Clubs, should they do a prep mission.

Prep missions may be completed entirely solo. They may also be completed in Invite Only sessions, Friend sessions, and Solo sessions. No prep missions require taking multiple vehicles or items, eliminating the need to backtrack when playing solo.

Like the Diamond Casino Heist, support crew is available, but instead of taking a cut, they simply require an upfront payment to be used during the heist itself. Instead of support such as gunmen or hackers, the support crew available in the Cayo Perico Heist provides assistance such as snipers, airstrikes, or reconnaissance drones. Certain supports can only be executed if certain conditions are met, such as disabling air defenses or infiltrating using a specific vehicle.

## Grand Theft Auto Online

The mission focuses on players visiting Cayo Perico after completing all mandatory preparation missions that unlock the finale, in order to steal their primary target from within El Rubio's Compound. Although the plan for the heist must be designated when beginning it, only the approach method and weapon loadout are locked in. Once the players arrive on the island they have freedom to tackle the heist in a variety of manners, similar to the Aggressive, Stealth, or Big Con approaches of The Diamond Casino Heist. Once the mission begins, the protagonist's main objectives are to enter the compound, they reach the basement beneath the office, steal the primary target, escape the compound, and then escape from the island.

When players initiate the heist, they can choose to complete the mission solo, or be joined by up to three other players - the latter option increases the maximum potential payout when seeking out secondary targets. All equipment found during the Gather Intel mission will be marked on the players maps, and any undiscovered items can still be found, allowing every member of the crew to pick up an individual item if required. Players can also secure additional items in the compound that provide access to new opportunities or some of the secondary targets available in the mission. Once the primary target is found, players will face increased difficulty in securing additional loot items, as they will face additional guards and will be sought out by Strickler manning the minigun in his Valkyrie MOD.0 upon leaving the compound, until the crew makes for their opted escape route.

While undiscovered, killed guards may drop ammunition and snacks, but their weapons will not be able to be looted. If the alarm is raised and the guards are using their weapons, their weapons can be looted and will be added to the player's weapon wheel for selection. Up to three additional weapons can also be collected within the compound.

## Gener Guzman

The final payout of the heist is determined by the Primary Target (which increases by 10% on Hardmode), but on the value of the secondary targets that the crew secured. Secondary loot is dropped if players are shot by guards or have to respawn after being killed (with the exception of the safe cash), and the primary target will be dropped if the player carrying it is killed. Then, the players explore the island and eventually return to Los Santos after that.

In July 2021, the player became a member of the LS Car Meet, an underground meeting place in Cypress Flats for fans of custom cars and street racing. There, they are introduced to Sessanta and Kenny "KDJ" Dixon Jr., who provide the player with several contracts after they purchase an auto shop and prove themselves to them. The player can also use the shop as a legitimate business, completing car export jobs for various clients (Los Santos Tuners).

In December 2021, the protagonist met the multi-millionaire successful investor and businessman Franklin Clinton through his first Los Santos contact Lamar Davis. The protagonist and Franklin own F. Clinton and Partner, a new "celebrity solutions agency" catering to the Vine-wood elite in need of solutions to high-society problems. Franklin also welcomes aboard Imani, the tech-savvy daughter of one of his old friends from Chamberlain Hills, and relents to Lamar Davis imposing himself on their new partnership. Along with Lamar and Imani, the frequent presence of an elderly Chop adds to the atmosphere of nostalgia at the office. Franklin states that he missed getting his hands dirty, and compares his new agency's scope of work to the personal drama-laden situations he helped Michael de Santa with early in their friendship.

DJ Pooh has been reaching out to Franklin about an exciting potential client: his close friend, Dr. Dre, whose phone containing unreleased music has been stolen one year ago before taking a flight to Cayo Perico to host a beach party. Franklin meets Dr. Dre at the Los Santos

## Grand Theft Auto Online

Golf Club, where DJ Pooh, Jimmy Iovine and Dre himself were playing golf. After Dre failed to hit hole-in-ones and with 2 other golfers complaining about not being able to play as Dre and his friends were using the holes for too long, the 2 other golfers threatened to use their connections to evict Dre and his friends out of the golf course. Enraged, Dre snapped his golf club and both the player t and Franklin went after the two golfers in golf carts and rams them into submission.

Soon after, it was reported that on top of the phone that was stolen from Dre, 3 unreleased tracks in the phone were being demoed out by three different people. One has ties to the Los Santos Vagos, one had ties to the Los Santos Triads and one affluent billionaire who dabbles in crypto- currencies thus Dre asked Franklin and the protagonist to take it back for him. After taking all three down and taking back the music scores, Imani managed to triangulate that the last person who had Dre's phone was none other than Johnny Guns, executive and producer for WesLos Records who had beef with Dre since the 90s. Dre instantly tells Franklin and the protagonist that he has to take the phone back by all cost with whatever means necessary and he wants to end the beef once and for all by killing Johnny himself.

After helping Dre at Record A Studios dealing with the private militia that Johnny Guns have sent to kill them, Imani pinpointed the final location on where Johnny would be and Franklin once again tells the protagonist to go and bring Johnny Guns back so Dre can question him himself.

After dealing with Johnny Guns, DJ Pooh invites the protagonist and his associate, Franklin Clinton and Lamar Davis for a tour inside Dr. Dre's recording studios. Lamar attempts to make his own rap with a beat DJ Pooh provides him, while the protagonist and his associate take a smoke in the room next door. Before Franklin is about to smoke, Lamar refers to Tanisha

## Gener Guzman

getting annoyed if he gets high, implying that they are married. When Franklin and Lamar check out on their partners, however, they become so high that they "experienced an out-of-body experience". Meanwhile, Franklin helps Lamar with his marijuana business LD Organics, which ends in an accidental viral marketing outside the Tequi-la-la, turning Lamar into a successful business owner with customers from Vinewood.

After all of the hard work throughout the years, the players are able to control their state once again. They have the power to create their own organization and elect a leader. The leader, or VIP/CEO of the main organization is the protagonist as the main player. He becomes the 4th player to obtain unique cheats to himself, just by saying words in a certain way and doing certain moves. In fact, the player even plans to host a performance event somewhere that is best. This is where one of the other three players, or sololists, might have performed and practiced all the way back in 2013, as these moves are cheat codes in addition to the ones added by phone number.

When it comes to performance, the entire organization of players gather somewhere such as multiple locations throughout Los Santos and some of Blaine County. From there, they talk in a performing way in addition to making certain moves, and even use something as instruments to improve performance. All of these components activate cheats, so players can have power. Once again, the players then celebrate and mess around randomly, turning San Andreas into freemode.



## Grand Theft Auto Online

### Works Cited

“Grand Theft Auto Online” *Fandom*

[https://gta.fandom.com/wiki/Grand\\_Theft\\_Auto\\_Online](https://gta.fandom.com/wiki/Grand_Theft_Auto_Online)

Dive into more than 40 massive updates with more to come, featuring everything from the high-stakes hunt for Dr. Dre's missing music files with Franklin Clinton in The Contract to the high-octane underground street racing action of Los Santos Tuners; Heists on the lush tropical island of Cayo Perico to the nightlife circuit of After Hours and The Diamond Casino & Resort. All this and more available alongside a wide range of races, modes, activities, and social spaces to enjoy solo or with friends — including nightclubs, arcades, penthouse parties, car meetups, and much more.

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.

grand  
theft  
auto  
**ONLINE**

Gener Guzman

